



ELDAR & DARK ELDAR COLLECTORS' GUIDE

WARHAMMER
40,000

**GAMES
WORKSHOP**

What is a Collectors' Guide?

The Eldar & Dark Eldar Collectors' Guide is the definitive tome for anyone interested in the Eldar, Harlequins and Dark Eldar miniatures range. It's ideal for anyone who collects any of the Eldar races, containing the full range of models and their component parts.

We've laid the range out following the codex, grouping models as to where they appear in the army lists. All the HQ choices are therefore in one section, followed by Elites, Troops, Fast Attack and Heavy Support units, and this pattern is repeated for each race of Eldar. We hope this will make it easier for you to navigate through and find the models or components you seek.

The Eldar & Dark Eldar Collectors' Guide is far more than a simple catalogue. It also includes a number of other features, such as painted examples of Eldar, Harlequins and Dark Eldar colour schemes, some fantastic armies, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with any of the Eldar races, then this is the book for you!



When you reach the Components section, you will find that some of the models are classed as **Classic Range** or **Collectors' Models**.

Classic Range models (like the Phoenix Lord Baharroth, pictured left, and Lelith Hesperax, pictured right) are no longer available in stores but are still ideal for use in your army.

Collectors' Models are no longer available in stores, but represent a piece of Games Workshop history (some of the models being over 10 years old!). Although they are mostly no longer covered by the rules, these models still make great collectors' pieces or a basis for some conversion work.

Don't worry, all the **Classic Range** and **Collectors' Models** will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book, then use any of the following ordering methods below.



How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop stores nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop online store carries the full range of Eldar miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our web store go to: www.games-workshop.co.uk/store

GIVE US A CALL

We have a team of staff standing by to take your call. If you would like to order anything from this Collectors' Guide get some rules or hobby advice then call us on: 0115 91 40000.

WRITE TO US

If you prefer to post your order or write us a letter then send it to:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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ELDAR WARLOCK ON JETBIKE
by Mark Harrison

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CRAFTWORLD ELDAK



THE DYING ONES

"The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, 'Dark' Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude"

Inquisitor Czevak – Teachings on the Unholy

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars.

Though the Eldar are few in number, they are one of the most technologically advanced races in the galaxy. This advantage is combined with the prodigious abilities of their Farseers, who scry the future and guide their kin along the most favourable paths of fate.

Across the galaxy the scattered remnants of the Eldar race cling to existence in mighty floating fortresses of living wraithbone called craftworlds. Each of these houses an entire world of Eldar warriors, craftsmen, artisans and scientists. Normally, an Eldar army is made up of troops from one particular craftworld, although you may choose to combine many into one force if you wish.

ALAITOC RANGER FORCE



Alaitoc colours...



Alaitoc is one of the most secretive craftworlds, drifting on the very edge of the galaxy. Ever since war broke out between them and the Emperor's righteous armies, following the Beeze Conflict, they have shunned all direct contact with other races.

The Eldar of Alaitoc are the most puritanical adherents to the culture known as the Path of the Eldar - that lifestyle by which an Eldar will dedicate itself to the pursuit of knowledge in one sphere of life at a time. This zealous attitude has led to many of the Alaitoc Eldar becoming Rangers - either made outcasts by their masters for some slight misdeed, or tiring of the harsh discipline of their craftworld. For some, the very isolation which the Alaitoc Eldar value has only served to heighten their curiosity and inquisitiveness regarding the rest of the galaxy. Although disenchanted with their craftworld, those on the Path of the Warrior still remain loyal to Alaitoc and many of them return to it in due course. Due to its isolation, the craftworld makes much use of its many Rangers to gather news, keeping it informed of the actions of other craftworlds and alien races so that the Alaitoc Eldar might respond if necessary.

When the Alaitoc fight a war, they gather their many Rangers through the webway, sending them ahead of their main force to sow disruption and anarchy in their enemy's army. The Rangers are highly skilled at destroying supply dumps and ammo caches, pinning down units trying to attack and generally breaking apart any coordination and cohesiveness the enemy army might have. When the Alaitoc make their major attack, the enemy will already be half-defeated - having spent days or even weeks chasing shadows, they will be desperately trying to gather together the fragments of their army into a fighting force.



BIEL-TAN SWORDWIND ARMY



Biel-Tan colours...



Biel-Tan is located towards the southern rim of the galaxy, at the edge of what is believed to be the extent of the ancient Eldar empire. Amongst the Eldar, the Biel-Tan have a well-deserved reputation for being warlike.

Their name means 'Rebirth of Ancient Days' in the Eldar tongue and it is the Biel-Tan who have taken it upon themselves to strive to rebuild the glory of the Eldar. To this end, the Eldar of Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds do, for they know that if a new Eldar empire is to be forged, it will be done in the heat of battle and with much bloodshed.

The assembled warhost of Biel-Tan is known as the Bahzhakhain, meaning the Swordwind, or Tempest of Blades. The Swordwind relies on a single attack which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. To this end, the Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from which the Aspect Warriors then launch a devastating all-out attack, smashing into the enemy and giving them no chance to recover.

This kind of attack has proved particularly devastating against the Swordwind's most favoured type of target - enemy colonies. The Biel-Tan apparently see any colonisation by other races as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established.



IYANDEN GHOST WARRIORS



Iyanden colours...



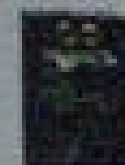
The Eldar of Iyanden are on the brink of total extinction. They have lost many of their number in the long millennia since the Fall and, as with all Eldar, new generations are few and far between. However, it was an attack by a swarm of Tyranids from Hive Fleet Kraken that may have rung the death knell for Iyanden Craftworld. The space-borne city was all but destroyed and thousands upon thousands of its warriors fell in battle against the Great Devourer. Iyanden is unlikely to ever recover its losses and it is only a matter of time before the craftworld becomes lifeless.

To counter this, the Eldar of the Iyanden Craftworld have come to rely more and more on the use of 'Wraith-guardians' and 'Wraith-nobles', which use the Eldar's advanced knowledge of psychic and soul-grafting technology to create a new, artificial constructed body for the soul of an Eldar whose body has been destroyed. This reliance on such constructs confirms the belief in the Iyanden Craftworld's imminent demise simply because the creation of these 'Ghost Warriors' is an abhorrent necessity to the Eldar. Not only are they disturbing the eternal rest of the dead, the Eldar are, in essence, creating zombies of their ancestors and forcing them to continue fighting. This repulsive behaviour would never be undertaken except in the direst of circumstances.

This reliance upon the dead has given rise to an increase in the number of psykers specialised in raising the souls of the Eldar from where they are stored within the Infinity Circuit. These Spinners are adept at communing with the souls of the dead and utilising the sophisticated psycho-crystalline technology of the Eldar's spirit stones, greatly increasing the coordination and flexibility of these undead hosts.



SAIM-HANN WILD RIDER HOST



Saim-Hann colours...



Saim-Hann was one of the first craftworlds to flee from the Eldar homeworlds as the Fall approached and it still retains many ties with the 'primitive' Exodites who preceded them. The Eldar of Saim-Hann are fierce and proud warriors who seem to value honour much more highly than any of their more sophisticated kin.

The bravery of the Eldar of Saim-Hann is legendary but their recklessness has frequently led to them fighting wars against other races and even other craftworlds. It appears that this warrior pride has led them into battle even when they could ill afford conflict.

The most famous of the Saim-Hann are the Wild Riders who go into battle riding jerbikes and Vypers, and excel at swift raids. These warrior-kindreds have much influence on the craftworld and nearly all Saim-Hann Eldar, including the Seers, belong to one of the Wild Rider families. It is only during an Eldar's time as an Aspect Warrior that their ties with their family are forgotten, as their devotion to the shrine overrules all other considerations.

In terms of the social structure, the Wild Rider families bear many resemblances to the feudal hierarchies found on many of our own worlds. Each family has a single leader, the position of which is usually passed by hereditary tradition (though there is no emphasis on patrilinear or matrilinear descent). The closest family to this 'Chief' forms the Kinsmen who comprise the ruling elite of the family. It is the Kinsmen who guide the Chief when the craftworld goes to war and it is left up to the individual Wild Rider families whether they will participate, unlike the general conscription and mustering of Guardians that is seen on most craftworlds.



ULTHWÉ THE DAMNED



Ulthwé colours...



Ulthwé is known amongst the craftworlds for the many Eldar there who follow the Path of the Seer and the Path of the Warlock, possibly due to the craftworld's proximity to the Chaos shrouded Eye of Terror. The Ulthwé need their numerous farseers to keep watch for the many and varied guises of Chaos but those from other craftworlds often hint that it is the Eye of Terror itself which has tainted the inhabitants of Ulthwé and exaggerated their psychic potential. Whatever the reasons for this trend, when the warriors of Ulthwé go to battle they are always accompanied by many of their powerful psykers.

Of all the craftworlds, the Ulthwé interfere the most with the affairs of other races. The craftworld's many psykers can foresee future events with a greater precision and for a longer duration than those of other craftworlds. Previously led by the infamous Eldrad Ulthran, the Seer Council seems to be constantly diverting the course of history to their own ends and, consequently, warriors from Ulthwé are frequently sent on missions to subtly alter the balance of fate in battles that will ultimately concern their home.

The Path of the Seer is the longest and most dangerous, leaving little time for an Eldar to tread the Path of the Warrior. To compensate for this, Ulthwé maintains a considerable standing army of Guardians. The Black Guardians are known throughout the regions around the Eye of Terror, both as saviours and dreaded foes.



ULTHWÉ- NA-DAAN

Ulthwé-Na-Daan colours...



DAUGHTER OF ULTHWÉ

Create your own Craftworld...

Wishing to make his army even more personal, Games Workshop's Jack Butler has created his own Craftworld - Ulthwé-Na-Daan, the Daughter of Ulthwé...

One of the last Craftworlds to be constructed, Ulthwé-Na-Daan still wasn't completely finished when Slaanesh was born and the Eye of Terror tore its way into real space. As the edge of the Eye spread across space, it became apparent that the new craftworld didn't have enough time to escape. At the Eleventh hour those on board the Craftworld with the gift of far-sight gathered a council of the most potent psykers and chanced a radical and dangerous plan. Using their combined psychic powers they opened the nearest portal on the web way and stretched it far enough to move the craftworld to safety.

Unfortunately the leading edge of the shockwave caused by the opening of the Eye struck just as the Craftworld entered the web way. This massive surge of energy let loose the combined psychic energy, uncontrollably ripping free a section of the web way which encased not just the Craftworld, but also the planet it was orbiting as well.

For millennia the people of the Craftworld were trapped in this bubble, honing their skills on the feral planet below them, waiting for a chance to bring fire and vengeance upon the forces of Chaos at the final battle...





"Avatars are fighters without equal, with skin of the toughest metals and molten magma for blood. Each carries a Wailing Doom, a weapon of immense power that may take the form of a vicious spear, a mighty sword or a many-bladed axe.

An Avatar cannot be wholly killed; if its body is destroyed, its spirit will return to the inner sanctum on the craftworld until it has grown a new form..."



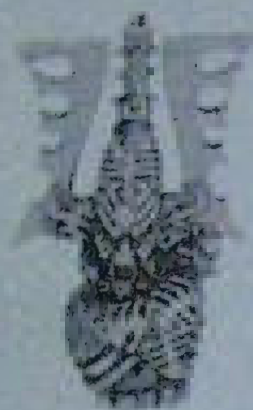
Section One:
Headquarters

Avatar



ELDAR AVATAR

9947010400104 £12 complete



AVATAR TORSO

9947010400104 £5



AVATAR BLOODY HAND

9947010400104 £2



AVATAR LEGS

9947010400104 £4



AVATAR MANE

9947010400104 £2



AVATAR RIGHT ARM
AND SWORD

9947010400104 £3

Seer Council



ELDAR SEER COUNCIL

9947010400104 £25 complete



SEER COUNCIL WARLOCK SWORD

9947010408404 £1



SEER COUNCIL
MEMBER 1

9947010402401 £6



SEER COUNCIL
MEMBER 2

9947010402402 £6



WARLOCK AND
WITCH BLADE 1

9947010402403 £4



WARLOCK AND
SINGING SPEAR

9947010402404 £4



SEER COUNCIL
WARLOCK BODY

9947010402405 £3

Classic Range

These products are no longer available in the
main range but are still available in the
main range of products



FARSEER

9947010406802 £6



FARSEER SPEAR

9947010406802 £1



CLASSIC ELDAR
FARSEER

71604/3 £5



FARSEER BODY

9947010406801 £5



ELDAR FARSEER

9947010406801 £5 complete

Warlocks



WARLOCK AND
WITCH BLADE 1

9947010402405 £4



WARLOCK AND
WITCH BLADE 2

9947010402401 £4



ELDAR WARLOCK

9947010402402 £4 (1 random model)



WARLOCK AND
FORCE ROD 1

9947010402404 £4



WARLOCK AND
FORCE ROD 2

9947010402403 £4



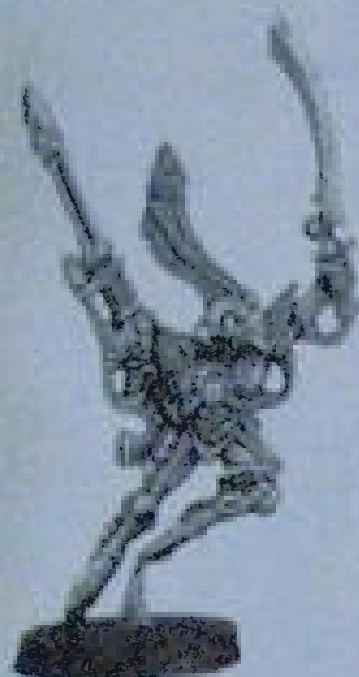
WARLOCK AND
WITCH BLADE 4

9947010402404 £4

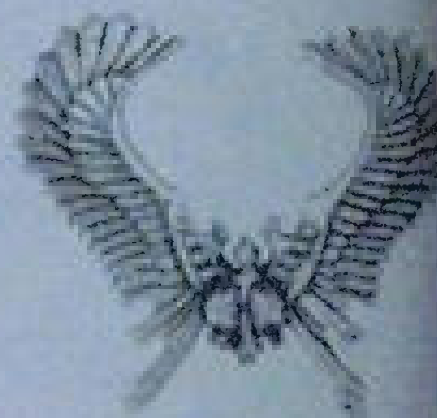
Phoenix Lords



PHOENIX LORD BAHARROTH
9947010400 £7



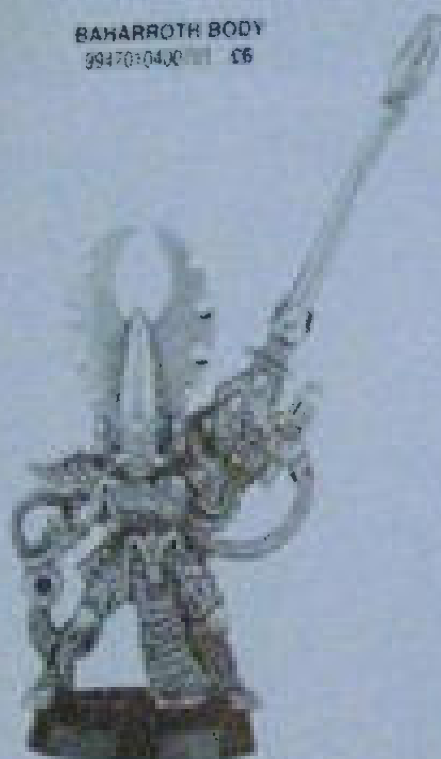
BAHARROTH BODY
9947010400 £6



BAHARROTH WINGS
9947010401 £2



PHOENIX LORD FUEGAN
9947010402 £7



FUEGAN BODY
9947010402 £6



FUEGAN FIRE AXE
9947010402 £1



Classic Range

These models are no longer available in stores, but are still perfectly usable in your Eldar army.



PHOENIX LORD ASURMEN
9906010490 £7



PHOENIX LORD KARANDRAS
9906010408 £7

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Eldar army.



ASURMEN BODY
9947010400 £6



KARANDRAS BODY
9947010402 £6



ASURMEN BANNER POLE
9947010401 £1



KARANDRAS HEAD
9947010402 £2



Phoenix Lords

Classic Range

These models are the highest quality in the range, but are also the most expensive. They are made in your local area.



PHOENIX LORD JAIN ZAR
994701040001 £7



JAIN ZAR BODY
994701040001 £5



JAIN ZAR SILENT DEATH
994701040001 £1



JAIN ZAR BLADE
OF DESTRUCTION
994701040001 £2



PHOENIX LORD MAUGAN RA
994701040001 £7



MAUGAN RA BODY
994701040001 £5



MAUGAN RA BACKPACK
994701040001 £1.50



MAUGAN RA MAUGETAI
994701040001 £2

Special Character



ELDRAD ULTHRAN,
FARSEER OF ULTHWE
99060104027 £9

Section Two: Elites



Warp Spider Exarch



ELDAR WARP SPIDER EXARCH
9947010403003 £5 complete



WARP SPIDER DEATH SPINNERS
9947010403003 £1.50



WARP SPIDER EXARCH CARAPACE
9947010403002 £1.50



WARP SPIDER EXARCH BODY
9947010403001 £3

Classic Range

These models are no longer available in the Classic Range, but are still available in your local store.



CLASSIC HOWLING BANSHEE EXARCH
9947010401703 £5

Howling Banshee Exarch



HOWLING BANSHEE EXARCH GLAIVE
9947010407001 £1.50



HOWLING BANSHEE EXARCH BODY
9947010407002 £4



ELDAR HOWLING BANSHEE EXARCH
99470104070 £5 complete

Warp Spider



ELDAR WARP SPIDER ASPECT WARRIORS
9947010402602 £6
(2 random models per blister)



WARP SPIDER 1
9947010402601 £3



WARP SPIDER 2
9947010402602 £3



WARP SPIDER 3
9947010402603 £3

Howling Banshees



HOWLING BANSHEE ARM 1
9947010406704 £1



HOWLING BANSHEE ARM 2
9947010406705 £1



HOWLING BANSHEE ARM 3
9947010406706 £1



ELDAR HOWLING BANSHEES
99470104067 £5
(2 random models per blister)



HOWLING BANSHEE BODY 1
9947010406701 £2



HOWLING BANSHEE BODY 2
9947010406702 £2



HOWLING BANSHEE BODY 3
9947010406703 £2

Striking Scorpion Exarch



ELDAR STRIKING SCORPION EXARCH
9947010401002 £5 complete



STRIKING SCORPION
EXARCH ARM
9947010401002 £1.50



STRIKING SCORPION
EXARCH BODY
9947010401001 £4



CLASSIC STRIKING
SCORPION EXARCH
9947010401804 £5

Classic Range

These models are no longer available in stores but are still perfectly usable in your Eldar army.

Classic Range

These models are no longer available in stores but are still perfectly usable in your Eldar army.



CLASSIC STRIKING
SCORPION 4
9947010401121 £3



CLASSIC STRIKING
SCORPION 1
9947010401102 £3



CLASSIC STRIKING
SCORPION 2
9947010401110 £3



CLASSIC STRIKING
SCORPION 3
9947010401116 £3



Painted example of Classic
Striking Scorpion

Classic Striking Scorpions

Striking Scorpions



ELDAR STRIKING SCORPIONS
9947010401006 £5 complete
(2 random models per blister)



ELDAR STRIKING
SCORPION ARM 1
9947010407604 £1



ELDAR STRIKING
SCORPION ARM 2
9947010407605 £1



ELDAR STRIKING SCORPION BODY 1
9947010407602 £2



ELDAR STRIKING SCORPION BODY 2
9947010407603 £2



ELDAR STRIKING SCORPION BODY 3
9947010407603 £2



ELDAR WRAITHGUARD
9947010402808 £7 complete
(1 random model per blister)

Wraithguard



WRAITHGUARD HEAD 1
9947010400801 £2



WRAITHGUARD HEAD 2
9947010400805 £2



WRAITHGUARD HEAD 3
9947010400803 £2



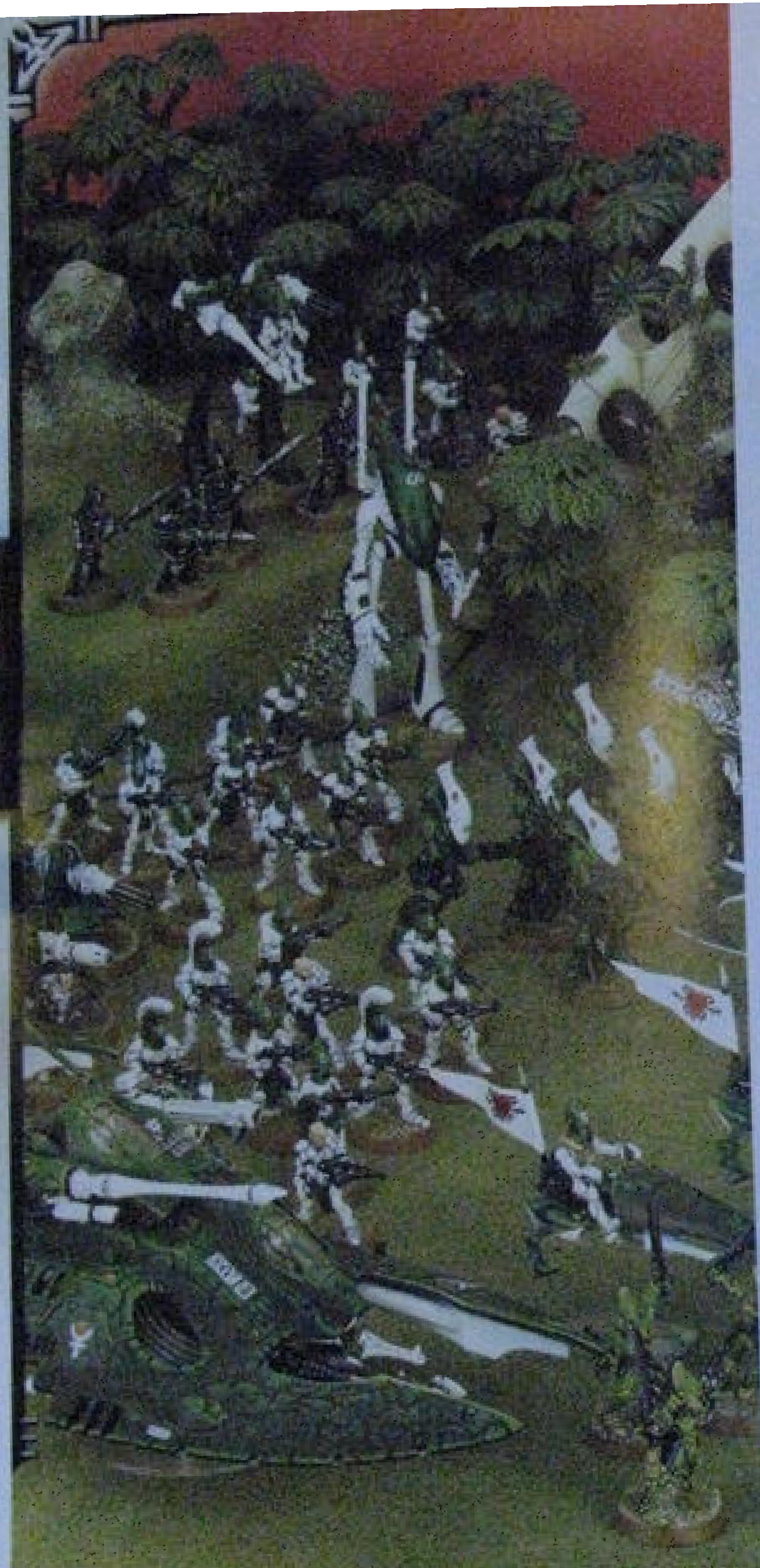
WRAITHGUARD BODY 1
9947010400804 £5



WRAITHGUARD BODY 2
9947010400802 £5



WRAITHGUARD BODY 3
9947010400806 £5



"The mon-keigh
do not understand
their peril.

We sent them
warnings and
messengers to tell
them that they
must not delve into
any past mysteries
and terrors, and
they ignored us.

Well, they will not
be able to ignore
our weapons, they
cannot dare turn
a blind eye to
our magnificent
warriors..."

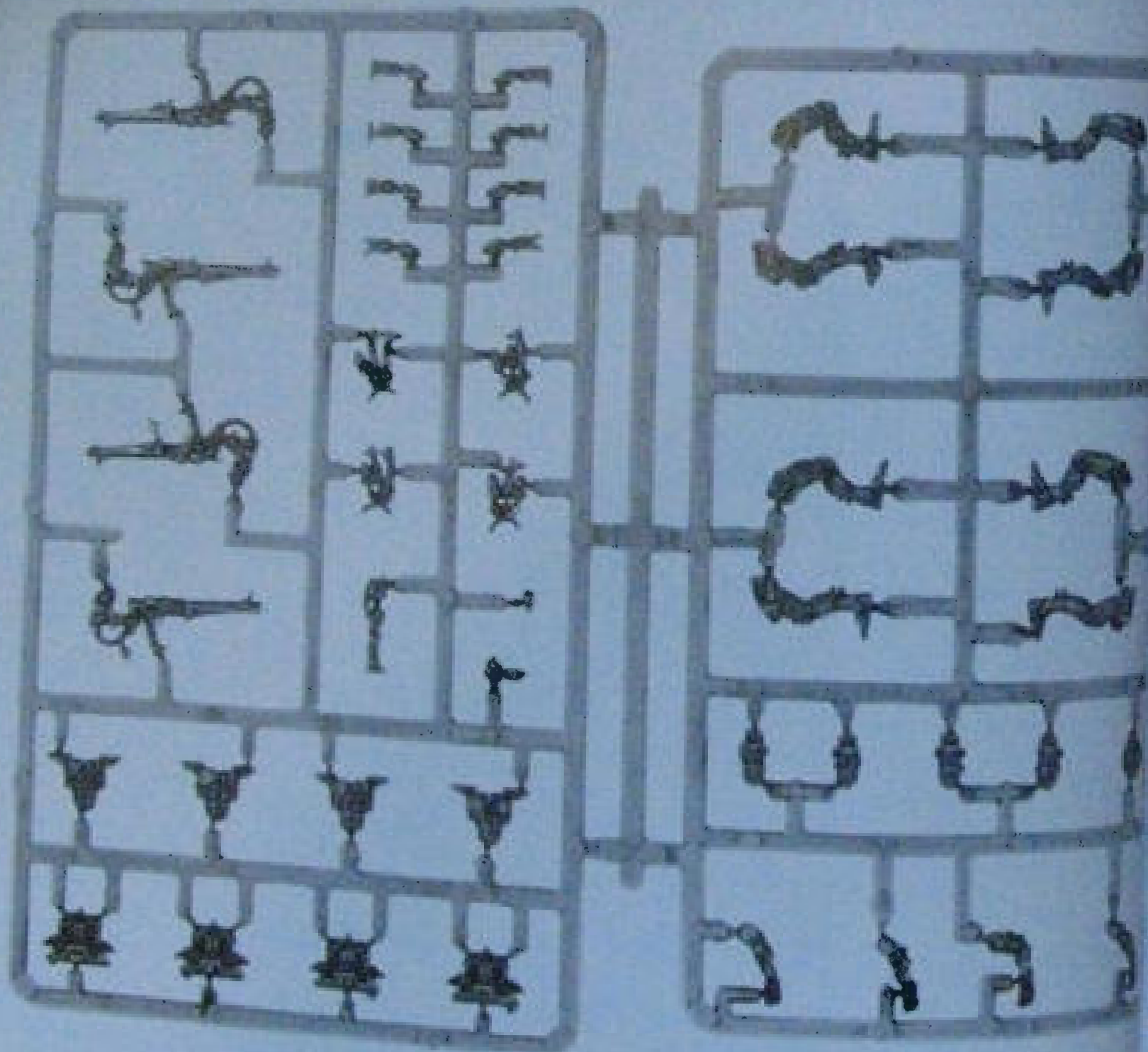


Section Three:
Troops

Guardians



ELDAR GUARDIANS
(16 models)
9947010403501 £15



PLASTIC ELDAR GUARDIANS SPRUE
9947010403501 £5

Storm Guardians



ELDAR STORM GUARDIANS
(8 complete models)
9947010403502 £12



STORM GUARDIAN
HEAD SPRUE
9947010403501 £2

STORM GUARDIAN
SWORD SPRUE 1
9947010403503 £2

STORM GUARDIAN
SWORD SPRUE 2
9947010403504 £2

STORM GUARDIAN
PISTOL SPRUE
9947010403505 £2

STORM GUARDIAN
SPECIAL WEAPONS SPRUE
9947010403506 £3

Dire Avengers



ELDAR DIRE AVENGERS
(8 complete models)
9947010403507 £15



DIRE AVENGER HEAD 1
9947010403508 50p

DIRE AVENGER HEAD 2
9947010403509 50p

DIRE AVENGER PISTOL
9947010403510 £1

DIRE AVENGER SWORD
9947010403511 £1

DIRE AVENGER SASH
9947010403512 50p

Classic Dire Avengers/Exarch

Classic Range

These models are no longer available in stores, but you can still purchase them online at Games Workshop.



These Classic Range models are made from plastic. To make your own Classic Range models, you need to use the Classic Eldar Arm Sprue (see page 26) and the Classic Eldar Arm Sprue (see page 26) or the metal Eldar Arm Sprue (see page 26). Please note that you must use the correct glue to glue the models together.



CLASSIC DIRE AVENGER EXARCH
9947010401 £3



DIRE AVENGER 2
9947010402 £3



DIRE AVENGER 1
9947010403 £3



DIRE AVENGER 4
9947010404 £3



DIRE AVENGER 3
9947010405 £3



DIRE AVENGER 5
9947010406 £3



CLASSIC ELДАР GUARDIAN 13
9947010407 £2



CLASSIC ELДАР GUARDIAN 14
9947010408 £2



CLASSIC ELДАР GUARDIAN 15
9947010409 £2



CLASSIC ELДАР GUARDIAN 16
9947010410 £2



CLASSIC ELДАР GUARDIAN 17
9947010411 £2



CLASSIC ELДАР GUARDIAN 18
9947010412 £2



CLASSIC ELДАР GUARDIAN 19
9947010413 £2



CLASSIC ELДАР GUARDIAN 20
9947010414 £2



CLASSIC ELДАР GUARDIAN 21
9947010415 £2



CLASSIC ELДАР GUARDIAN 22
9947010416 £2



CLASSIC ELДАР GUARDIAN 23
9947010417 £2



CLASSIC ELДАР GUARDIAN 24
9947010418 £2



CLASSIC ELДАР GUARDIAN 25
9947010419 £2



CLASSIC ELДАР GUARDIAN 26
9947010420 £2



CLASSIC ELДАР GUARDIAN 27
9947010421 £2



CLASSIC ELДАР GUARDIAN 28
9947010422 £2

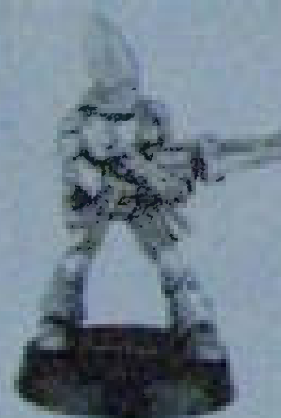
Classic Range

These models are no longer available in stores, but you can still purchase them online at Games Workshop.



SHURIKEN CATAPULTS
9947010423 £1

Classic Guardians



CLASSIC ELДАР GUARDIAN WITH SHURIKEN CATAPULT 1
9947010424 £2.50



CLASSIC ELДАР GUARDIAN WITH SHURIKEN CATAPULT 2
9947010425 £2.50



CLASSIC ELДАР GUARDIAN WITH POWERSWORD
9947010426 £2.50



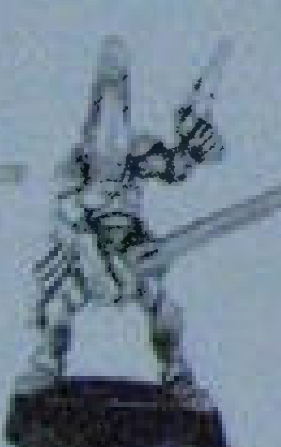
CLASSIC ELДАР GUARDIAN DEFENDER 3 WITH SHURIKEN CATAPULT
9947010427 £2.50



CLASSIC ELДАР ARM SPUDE
(Sprue with 90% actual)
9947010428 £2



ELДАР GUARDIAN WITH SHURIKEN CATAPULT 1
9947010429 £2.50



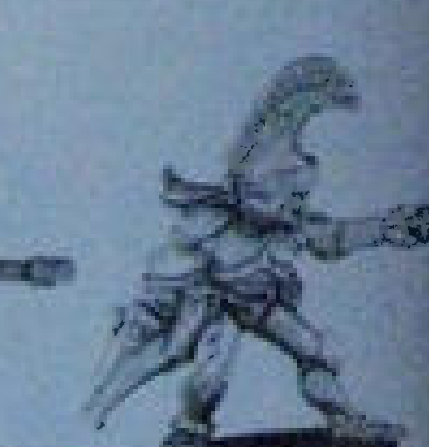
ELДАР GUARDIAN WITH POWER SWORD AND SHURIKEN PISTOL
9947010430 £2.50



CLASSIC ELДАР GUARDIAN WITH SHURIKEN CATAPULT
9947010431 £2.50



CLASSIC ELДАР GUARDIAN WITH LASGUN 1
9947010432 £2.50



ELДАР GUARDIAN WITH POWER SWORD AND SHURIKEN PISTOL 2
9947010433 £2.50



CLASSIC ELДАР GUARDIAN 11
9947010434 £2



CLASSIC ELДАР GUARDIAN 12
9947010435 £2



CLASSIC ELДАР GUARDIAN 13
9947010436 £2



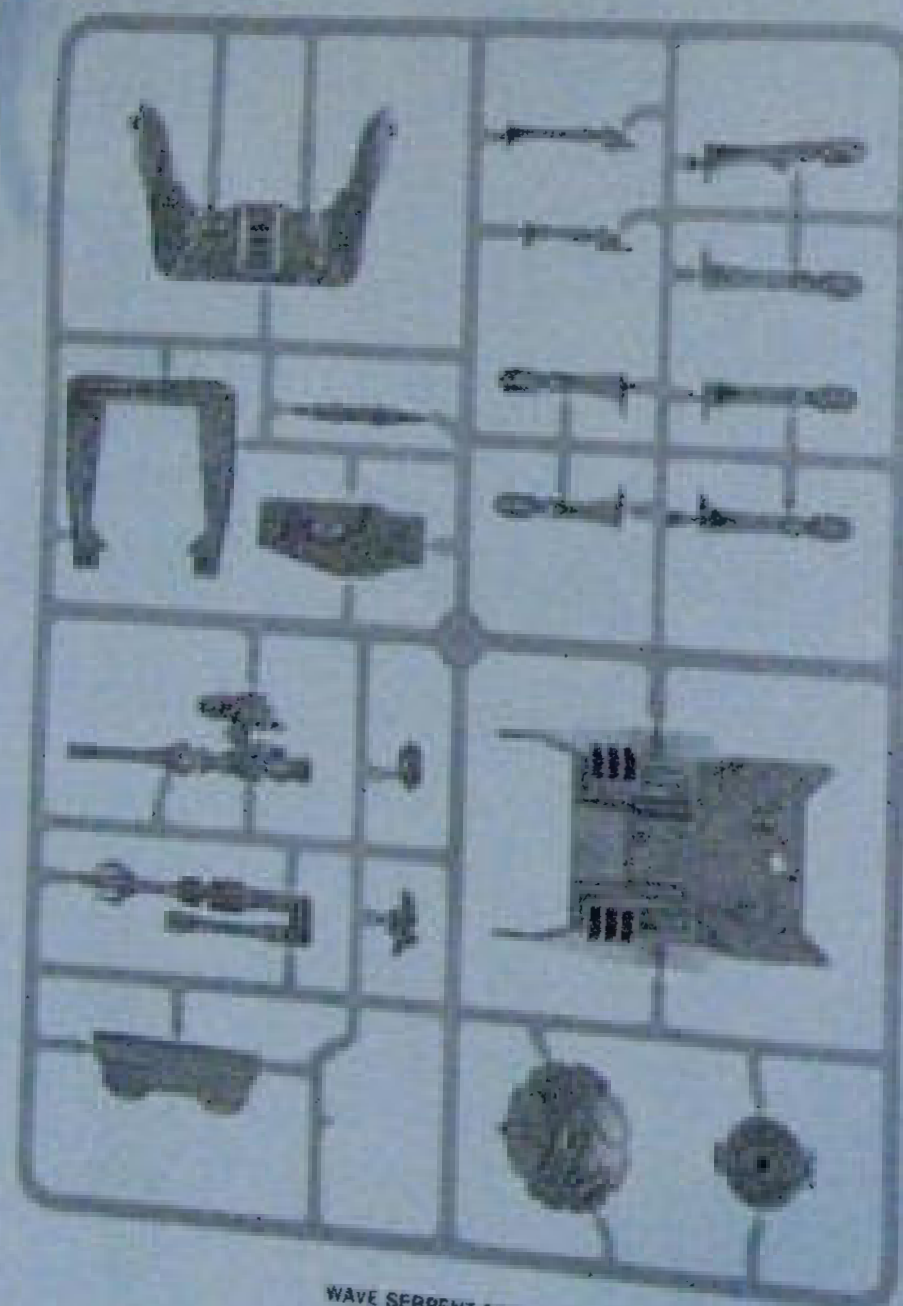
CLASSIC ELДАР GUARDIAN 14
9947010437 £2

Wave Serpent



To assemble this model you will need the following sprues:

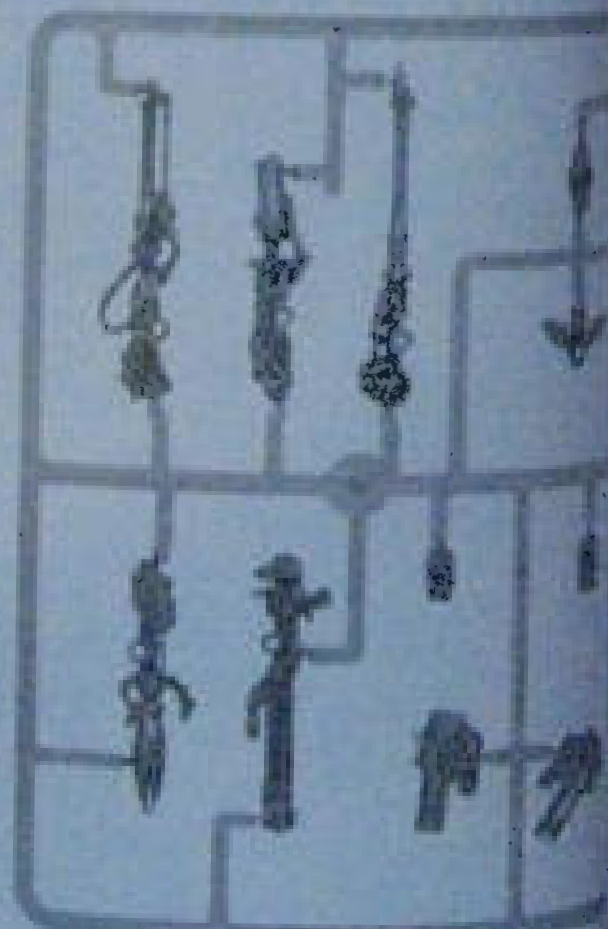
WAVE SERPENT
99120104007 £20 complete



WAVE SERPENT SPRUE
99120104007 £5

SPRUES SHOWN AT 50% OF ACTUAL SIZE

Please note, you will require 2 of the Wave Serpent weapon sprues to make a complete Wave Serpent.



WAVE SERPENT WEAPON SPRUE
99390104005 £6

Heavy Weapon Platform



ELDAR GUN LOADER 1
9947010407708 £2.50



ELDAR GUN LOADER 2
9947010407709 £2.50



SHURIKEN CANNON
9947010407904 £2



ELDAR HEAVY WEAPON PLATFORM
(2 random crew and one Heavy Weapon)
99050104026 £9



ELDAR GUN LOADER 3
9947010407710 £2.50



ELDAR GUNNER 1
9947010407711 £2.50



ELDAR GUNNER 2
9947010407712 £2.50



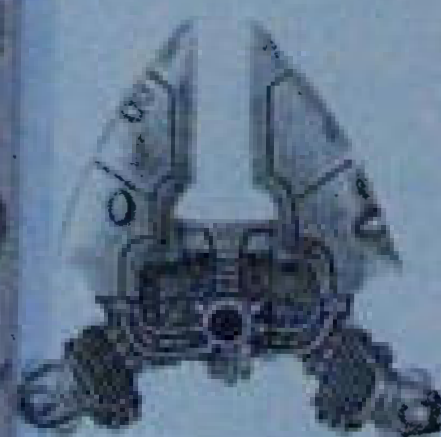
ELDAR GUNNER 3
9947010407713 £2.50



STAR CANNON
9947010407905 £2



CREW BACKPACK
9947010407714 £1.50



ELDAR HEAVY ANTI-GRAV PLATFORM
9947010407901 £3



SCATTER LASER
9947010407903 £2



HEAVY ANTI-GRAV SHIELD
9947010407902 £1.50



BRIGHT LANCE
9947010402502 £2

Prices for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

**Classic Heavy
Weapon Platform**



87 207. 1 2



CLASSIC EL DAR HEAVY
ANTI GRAV PLATFORM
177 10402306 83



CLASSIC
WEAPONS
3447010002



CLASSIC EL DAP
LOADER 2
014 02 50



CLASSIC ELGAR
LOADER 1
7014035-1 12 50



CLASSIC ELGAR
GUNNER 2 £2.50



CLASS C ELDER
GUNNER 1



CLASSIC ELGAR
MISSILE LAUNCHER
9947016402503 £2



CLASSIC EL
D CANNON
99170*340251

Rangers



ELGAR RANGERS (3 models)



ELGAR HANGER 3
9547012451114 R2 50



ELDA RANGER PIST
00473 01301514 023



EL DAP RANGER 4
434/01 400 12 E2.50



ELDAR RAHGER 7
1 50 12 50



ELGAR RANGER 3
8847016401516 E2 50



ELDAR RANGER 1
9947510401511 £2 50



ELDAR RANGER SW
9047010401507



Section Four: Fast Attack

Swooping Hawks Exarch



SWOOPING HAWKS EXARCH
(1 model)
9906010406 £5 complete



SWOOPING HAWK
EXARCH BODY
9947010408101 £3



SWOOPING HAWK
EXARCH WINGS
9947010408304 £2

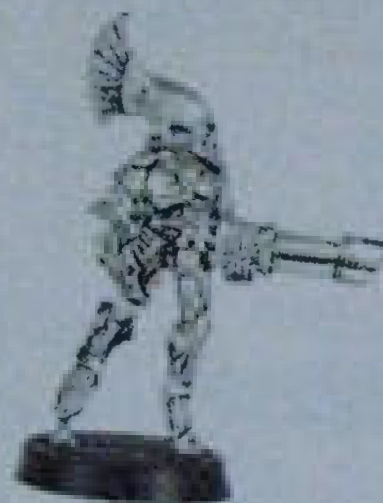


SWOOPING HAWK EXARCH
AND ARM SPEAR
9947010408103 £2

Classic Swooping Hawks Exarch



Painted example of Classic
Swooping Hawk Exarch



CLASSIC SWOOPING HAWK
EXARCH BODY
9947010401905 £3



CLASSIC SWOOPING HAWK
EXARCH WINGS
9947010401204 £2



Classic Range
This model is no longer available
but is still perfectly usable
in your Eldar army.

Swooping Hawks



ELDAR SWOOPING HAWKS
99060104083 £5 complete
(2 random models per blister)



SWOOPING HAWK WINGS
9947010408304 £2



SWOOPING HAWK BODY 3
9947010408303 £2



SWOOPING HAWK BODY 1
9947010408301 £2



SWOOPING HAWK
BODY 2
9947010408302 £2

Classic Swooping Hawks



CLASSIC SWOOPING HAWK WINGS
9947010401204 £2



CLASSIC SWOOPING HAWK 1
9947010401203 £2



CLASSIC SWOOPING HAWK 2
9947010401211 £2



CLASSIC SWOOPING HAWK 3
9947010401217 £2



CLASSIC SWOOPING HAWK 4
9947010401222 £2

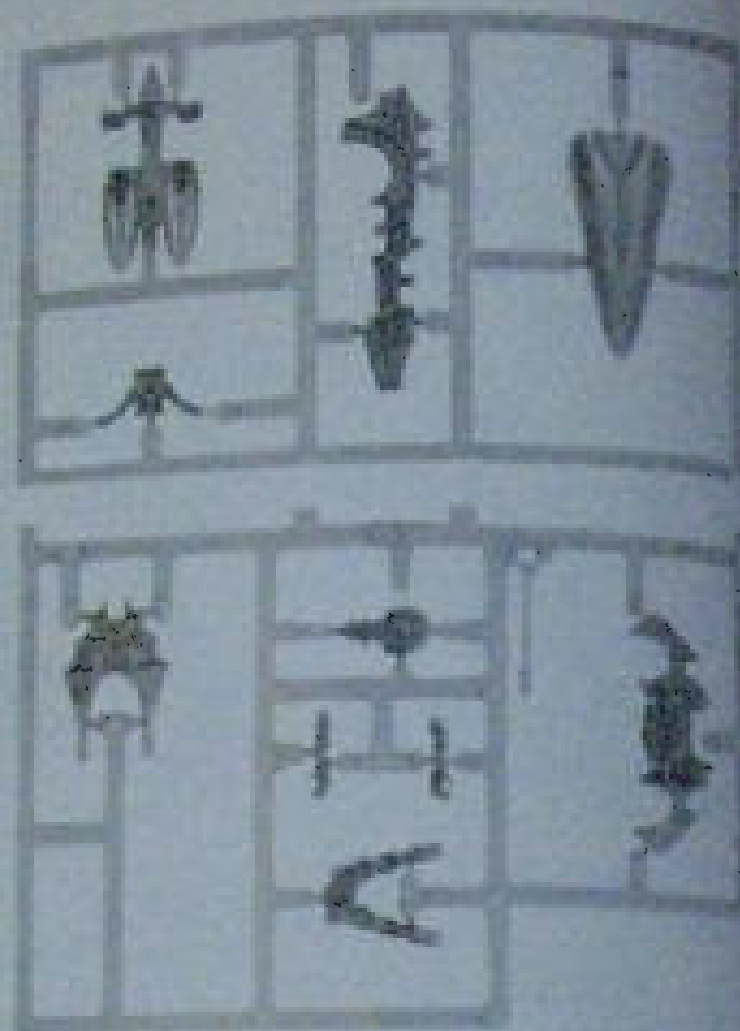


Painted example of
Classic Swooping Hawk

Jetbike



ELDAR JETBIKE (1 model)
99120104002 £5 complete



CONTENT OF THE ELDAR JETBIKE SPRUE
(SHOWN AT 50% OF ACTUAL SIZE)

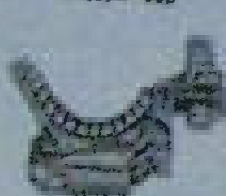
Collectors' Jetbike



COLLECTOR ELDAR
JETBIKE CANOPY
71533-1 £2



COLLECTOR ELDAR
JETBIKE HANDLES
71533-11 50p



COLLECTOR ELDAR
JETBIKE SADDLE
71533-12 £1



COLLECTOR ELDAR
JETBIKE BODY
71533-6 £1.50



COLLECTOR ELDAR
JETBIKE BODY 2
71533-7 £1.50



COLLECTOR ELDAR
SHURIKEN CANNON
71533-13 £2



COLLECTOR ELDAR
SHURIKEN CATAPULTS
71533-2 £2



COLLECTOR ELDAR
LEGS
71533-5 £1.50

Collectors' Range

These are older models that will not adhere to the Warhammer 40,000 model standards for collecting and modeling.

Collectors' Ghost Warriors



COLLECTOR ASSASSIN CLASS GHOST WARRIOR
71521-11 £3



COLLECTOR EXECUTIONER CLASS GHOST WARRIOR
71521-17 £3

Players that need the Eldar Jetbike sprue to complete this model. They can only be purchased in the Eldar Jetbike box set. See page 36 for details.



JETBIKE RIDER TORSO
9947010403101 £1.50



SHRIEKER CANNON
9947010403102 £2

Shrieker Jetbike



ELDAR SHRIEKER JETBIKE (1 model)
99140104051 £8 complete

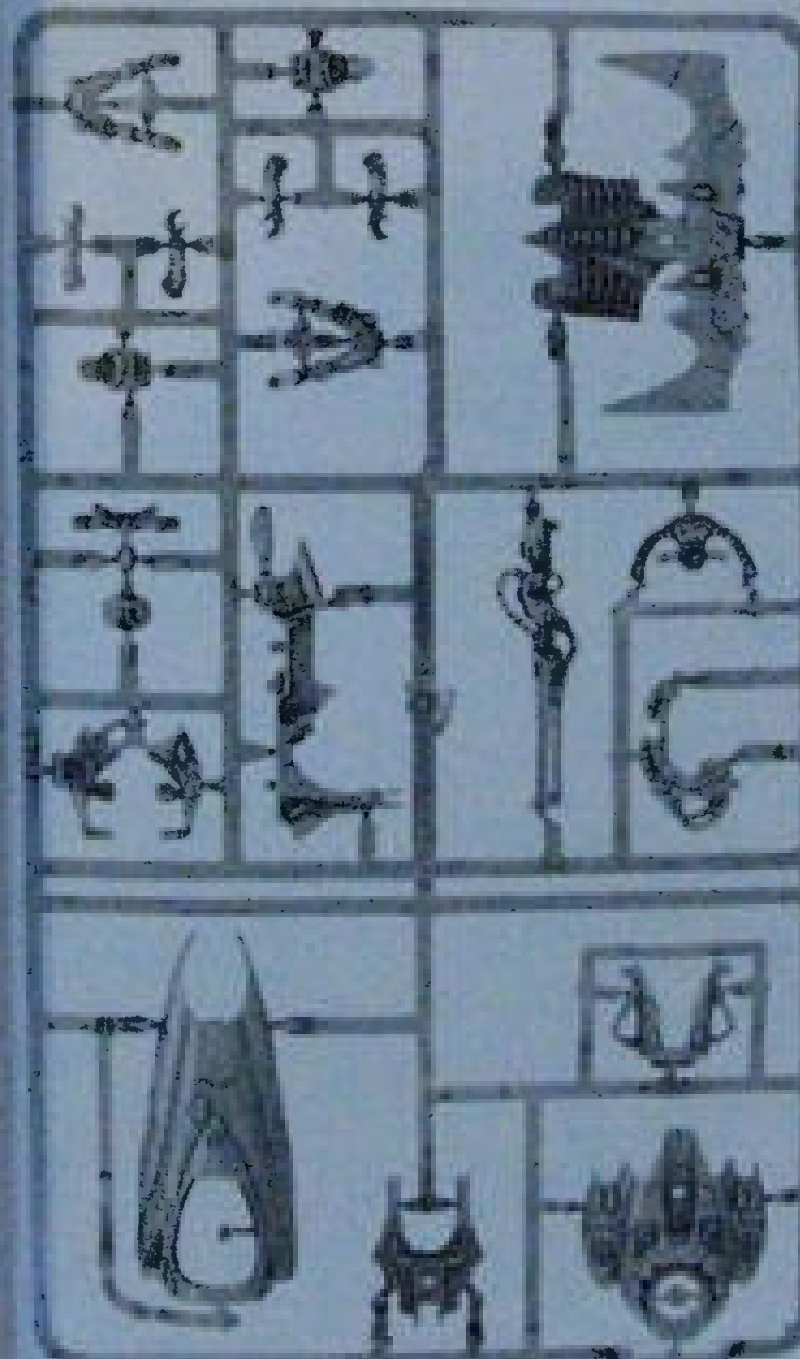
Vyper Jetbike



ELDAR VYPER JETBIKE (1 model)
99120104006 £12 complete



ELDAR VYPER CANOPY
99399990032 £1



THIS IS THE SPRUE CONTENT OF THE ELDAR VYPER JETBIKE BOX
(SHOWN AT 50% OF ACTUAL SIZE)

Contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Shining Spears



ELDAR SHINING SPEAR SQUAD
 (2 Shining Spears models and 1 Shining Spear Exarch)
 99470104000 £18 complete

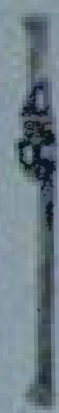
Please note that you need the Eldar Jetpack option to complete these models.
 They can only be purchased in the Eldar Jetpack box set, see page 26 for details.



SHINING SPEAR
 LANCE 1
 99470104001 £1.50



SHINING SPEAR
 LANCE 2
 99470104002 £1.50



SHINING SPEAR
 BACK POLE
 99470104003 50p



SHINING SPEAR LEGS 1
 99470104004 £1.50



SHINING SPEAR LEGS 2
 99470104005 £1.50



SHINING SPEAR ARM
 99470104006 £1.50



SHINING SPEAR
 TORSO 1
 99470104007 £1.50



SHINING SPEAR
 TORSO 2
 99470104008 £1.50



SHINING SPEAR
 TORSO 3
 99470104009 £1.50

Shining Spears Exarch



Please note that you need the Eldar Jetpack option to complete these models.
 They can only be purchased in the Eldar Jetpack box set, see page 26 for details.



SHINING SPEARS EXARCH
 WEAPONS SPIKE
 99470104010 £2



SHINING SPEARS EXARCH TORSO
 99470104011 £2



SHINING SPEARS
 EXARCH LEGS
 99470104012 £2

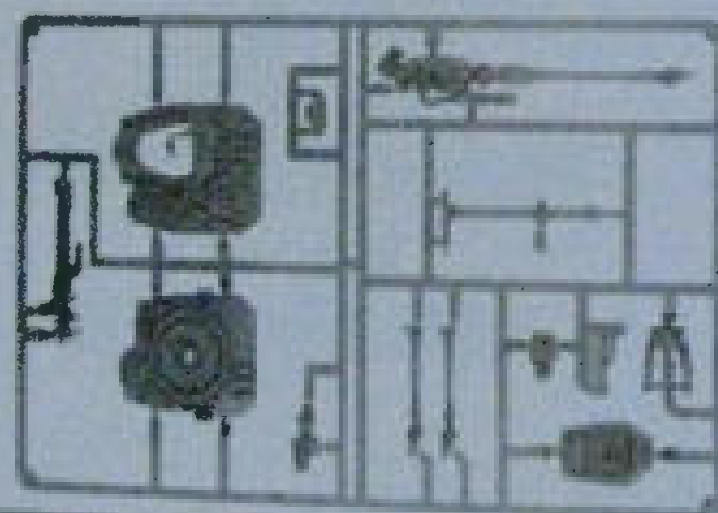


Section Five: Heavy Support

● **Falcon Grav Tank**



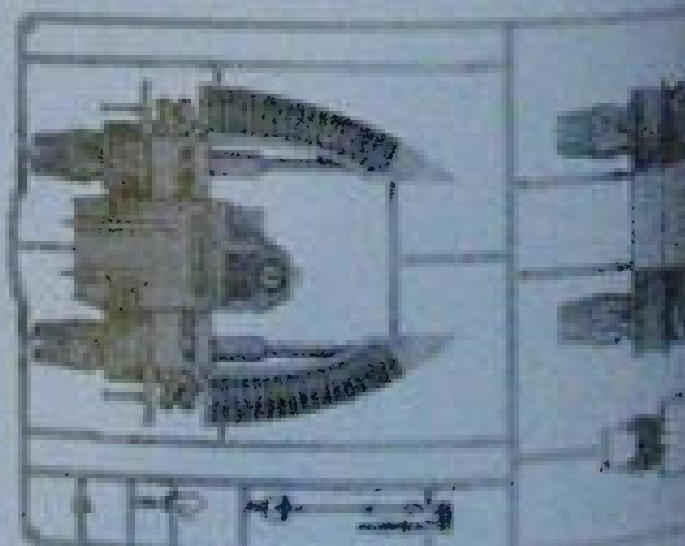
ELDAR FALCON GRAY TANK
89-2670400- £18 complete



THIS IS SPRUE 2 OF THE
ELGAR FALCON GRAY TANK 2
SHOWN AT 30% OF ACTUAL



6-12-2012



THIS IS SPREAD 3 OF THE ELDAH FALCON GRAY (SHOWN AT [REDACTED] OF ACTUAL SIZE)

Fire Prism Grav Tank



ELDAR FIRE PRISM GRAV TANK
10140101001 £20 complete

To cc: [redacted] - re: [redacted] feeding Sam's
from page 40



FIRE PRISM ENERGISER
9347010405801 E2



FIRE PRISM PROBE
0470124038 01



FIRE PRISM SENSOR POD
9047310403803 50p



FIRE PRISM CRYSTAL SIDE A
994701041804 E2



FIRE PRISM CRYSTAL SIDE B
9947315403805 02



FIRE PRISM LASER PROJECTOR



FIRE PRISM GENERATOR
9947012403876 E1



Wraithlord



ELDAR WRAITHLORD
PARTS LIST: 115 complete



ELDAR WAR WALKER
TORSO
PARTS LIST: 12



ELDAR WRAITHLORD
LEFT LEG
PARTS LIST: 12



ELDAR WRAITHLORD
RIGHT LEG
PARTS LIST: 12



WAR WALKER
LEFT LEG
PARTS LIST: 12



WAR WALKER
RIGHT LEG
PARTS LIST: 12



ELDAR WAR WALKER
PARTS LIST: 115 complete



STAR CANNON
PARTS LIST: 12



SHURIKEN CANNON
PARTS LIST: 12



SCATTER LASER
PARTS LIST: 12



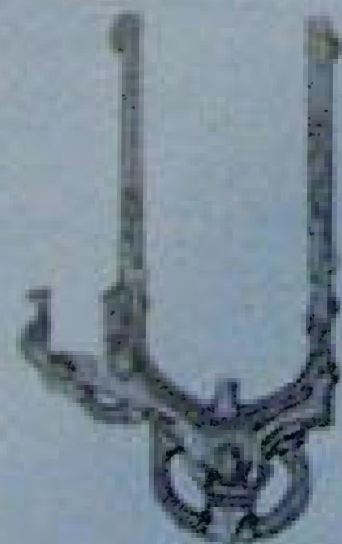
BRIGHT LANCE
PARTS LIST: 12



ELDAR WRAITHLORD LEFT ARM
PARTS LIST: 12.50



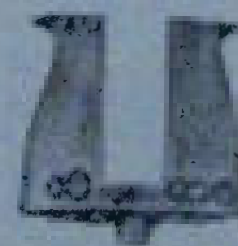
ELDAR WRAITHLORD RIGHT ARM
PARTS LIST: 12.50



ELDAR WRAITHLORD POWER PLANT
PARTS LIST: 11.50



ELDAR WRAITHLORD
HEAD
PARTS LIST: 12



ELDAR WAR WALKER WEAPON SHIELD
PARTS LIST: 11.50



WAR WALKER POWER PLANT
PARTS LIST: 11.50



WAR WALKER PILOT
PARTS LIST: 12.50



STAR CANNON
PARTS LIST: 12



SHURIKEN CANNON
PARTS LIST: 12



SCATTER LASER
PARTS LIST: 12



BRIGHT LANCE
PARTS LIST: 12

War Walker

Support Weapon Platform



ELDAR SUPPORT PLATFORM
9947010407 £2 complete



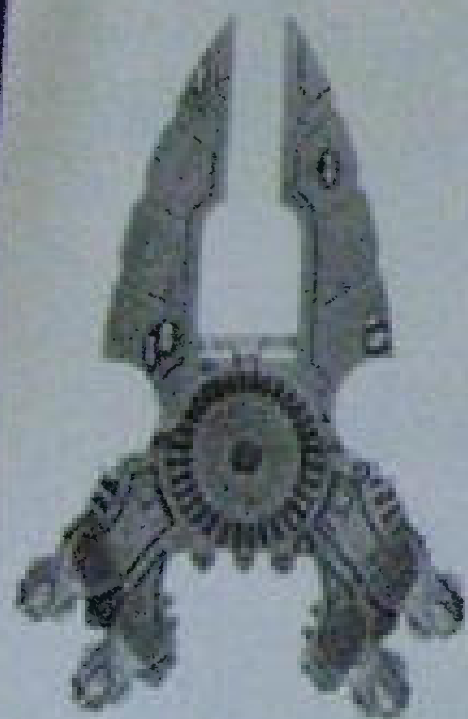
GUN LOADER 2
9947010407 £2.50



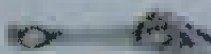
GUN LOADER 3
9947010407 £2.50



SHADOW WEAVER
9947010407 £3



GUNNER BACKPACK
9947010407 £1.50



WEAPON CONTROL
9947010407 £1



WEAPON MOUNT
9947010407 £2



VIBRO-CANNON
9947010407 £3



D-CANNON
9947010407 £3



GUN LOADER 1
9947010407 £2.50



GUNNER 3
9947010407 £2.50



GUNNER 1
9947010407 £2.50



GUNNER 2
9947010407 £2.50



WEAPON PIVOT
9947010407 £2.50

Dark Reapers



ELDAR DARK REAPERS
9947010407 £7 complete
(2 random models per blister)



DARK REAPER LAUNCHER
9947010407 £1.50



DARK REAPER BODY 1
9947010407 £2.50



DARK REAPER BODY 2
9947010407 £2.50



DARK REAPER BODY 3
9947010407 £2.50

Classic Range

This Classic Dark Reaper Exarch model is no longer available in stores, but is still perfectly usable in your Eldar army.



CLASSIC DARK REAPER EXARCH
9947010407 £5

Dark Reapers Exarch



DARK REAPER EXARCH
9947010407 £5 complete

Classic Range

These Classic Dark Reaper models are no longer available in stores, but are still perfectly usable in your Eldar army.



CLASSIC DARK REAPER LAUNCHER
9947010407 £1.50



CLASSIC DARK REAPER 1
9947010407 £2.50



CLASSIC DARK REAPER 2
9947010407 £2.50



CLASSIC DARK REAPER 3
9947010407 £2.50



Painted example of Classic Dark Reaper

Classic Dark Reapers

SHOWCASE Rick Whalley's ELGAR

Rick's army has a really individual feel and with so many impressive conversions, we had to feature it.

It's most obvious feature is the awesome work on the Wave Serpents, going for a different feel with the use of the Fire Prism crystal on all of them and the guns being the belly of the tank. Even the bases they stand on have clearly seen a lot of time and effort. Rick's conversion Avatar leads the charge with some nice work, giving it a slightly bathed in flame. The two real gems of this army, however, are the Wraithlords, these are real works of art and really get the essence out of this ancient race.



This beautiful piece really captures the grace and motion of the charging Wraithlord.



Rick's Wave Serpents off his striking colour scheme to great effect. When the whole army is arrayed for battle, it really is a stunning spectacle.



Armed with an awesome battle standard, the Wraithlord is an amazing conversion.



SHOWCASE

MAURO GIUSTI'S ULTHWÉ ARMY

Mauro. I always loved the Ulthwé craftworld and when the 10th edition was released I was really excited about the new Ulthwé. I wanted to paint this army quickly and I wanted it to be effective on the battlefield. I wanted my Guardians to be 100% black, so I decided not to use any highlighting colours. After the black basecoat I carefully painted the armour plates with the varnish technique, obtaining an interesting, fast and yet effective black.

I used the same style on the Aspect warriors, but because every Aspect keeps the colour of their Temple and of the craftworld, I just kept the same undercoat/varnish technique, adding a thin highlight of the temple's colour.

For the bases, I tried to give the impression of a marble pavement from an old Exodites planet, and was very pleased with the end result.



Mauro's painted Aspect warriors, the theme of the army, with some bases being used for great effect.



Mauro's painted Aspect warriors, the theme of the army, with some bases being used for great effect.



and on the Wrathguard



The painting of the Wrathguard, with its distinctive black and white pattern, is a key element of Mauro's army.



SHOWCASE JOE STURGE'S ELДАР RANGER ARMY

Joe: The force is split into three sections, representing how I imagine the Rangers would actually operate. First come the Rangers themselves, dark and deadly in their camouflage cloaks, and for the most part, you just can't beat the wonderful Dark Elf Shade models.

The next element of the army are the constructs. On an Eldar planet, you would notice a few extra broken down statues or monuments around the place. The idea of these statues coming to life and rampaging through a surprised enemy seems to fit right in with the Ranger army ethos. The final element, with the foe now reeling and confused by the killing blow. For this force, camouflage would not be an issue, so the Shamans and Aspect Warriors were organised along tribal patterns, each tribe accompanied by its own Vyper escort. Three different forces, three different ways of fighting, all combining to form the ultimate military machine - that is the essence of the Eldar to me. It takes a few games in the meantime, so much the better.



The position of a flag imposes Joe's figure as the leader of his army



Joe has added battle to the figure for that extra bit of detail



Joe has added battle to the figure for that extra bit of detail



A striking pink and white colour scheme is used to great effect on this leading Banshee Example



Joe has used a contrasting flame pattern on his Banshee



HARLEQUIN



THE REBORN ONES

The Harlequins are a strange sub-sect of the Elder race, consisting of warriors drawn from the other kindreds: the Dark Eldar, Exodites and Craftworld Eldar. They are masters of the system of Way-trails known as the Webway and roam at will from place to place. They are seen as the keepers of the ancient Eldar myths, and perform complex dances and plays to recreate these allegorical tales, covering such events as the War in Heaven, the Fall and the Birth of the Great Enemy.

The Harlequins are held in a mixture of fear, awe and respect by all other Eldar. Their knowledge of the Webway is unmatched, and they can appear and disappear almost at will, at an Exodite Master's world, in the dark city of Commorragh or on a Craftworld. The Harlequins have even been known to appear unexpectedly alongside the forces of other races, particularly if they are fighting against the hosts of Chaos, the sworn foes of the Harlequins. The Harlequins see themselves as the saviours of the Eldar, a uniting force which will one day bring together the fragmented race so that they can regain their position as the most powerful force in the galaxy. They have a great plan, unknown to all but themselves and a privileged few, which is both far-reaching and horrifying.



TIRELL THE TEACHER

Sing my children sing, sing the truths of eternity.
And our songs shall be the wisdom, the real truths
We bring the songs, and our lord shall teach the dance.
For he has known our spirits since we were youths
This dance he taught Tirell, in the times before the shadows.
For teaching us our dances is his true calling and his quest.
And he slips from troupe to troupe
Teaching his knowledge at the Laughing God's request.
Our guide and mentor, Tirell the teacher.



HIN'ISHA THE MOCKING ONE

Laughter is the sound of devotion to our god, as he finds amusement
all we do, so all we do is for his amusement. As long as we can laugh,
nothing can hold us back. The ways of Chaos are to entrap our spirits
with their darkness and no force of Chaos can endure to be mocked.
Thus is my way, the way of the Harlequin.
I am Hin'isha, the Mocking One and I will be here till the stars fall
And when they finally do, and the dark ones rise to eclipse all light
I shall be there... To laugh in their faces.



MISH'ARN THE TWIRLING ONE

Mish'arn the twirling one dances a dance.
And the dark one will never catch him.
He dances from world to world, dances the webway
If you're quiet you might hear him sing
His troupe fought the Blood God's horde
On Balishervar and took apart their foul altar
Saving the fragile ones, good Eldar souls
Whose defence was on the verge of falter.
Mish'arn the twirling one dances a dance.



SHESSI-ANFOR THE DARK SAVIOUR

Our Kabal was lost, far from the planned route through this Mon-Kai
Without warning the forces of Chaos came from the buildings around
pinful cultist so far from the true ways of depravity. As their number
on all sides a horrifying wail came from the rooftops above us. Shred
blades screaming down from above scythed through their number
the spire from their charge. We gazed skywards, looking for our
and saw a shadow. A figure in many colours wearing a mask of Death.
We remember him as Shessi-anfor our dark saviour and I for one will
mock the myth of Harlequins again.



Section One: Headquarters

○ Harlequin Avatars



HARLEQUIN AVATAR 1
RTB0114 £5



HARLEQUIN AVATAR 2
RTB0115 £5



HARLEQUIN AVATAR 3
RTB0116 £5



HARLEQUIN AVATAR 4
RTB0117 £5



○ Harlequin Warlocks



HARLEQUIN WARLOCK 1
RTB0118 £4



HARLEQUIN WARLOCK 2
RTB0119 £4



HARLEQUIN SHADOWSEER
RTB0120 £4



Section Two:
Elites

⊕ Solitaires



HARLEQUIN SOLITAIRE 3
71518:18 £5



HARLEQUIN SOLITAIRE 2
71518:23 £5



HARLEQUIN SOLITAIRE 1
71518:18 £5

Classic Range

These models are no longer available but are still perfectly usable in your Harlequin army.

⊕ Death Jesters



HARLEQUIN DEATH
JESTER 1
71518:18 £4



HARLEQUIN DEATH
JESTER 2
71518:23 £4



HARLEQUIN DEATH
JESTER 3
71518:16 £4



Section Three: Troupes

Troopers



HARLEQUIN TROOPER 1
99470104009 £2.50



HARLEQUIN TROOPER 2
99470104010 £2.50



HARLEQUIN TROOPER 3
99470104011 £2.50



HARLEQUIN TROOPER 10
99470104012 £2.50



HARLEQUIN TROOPER 11
99470104013 £2.50

Classic Range
These models are by
the same designer as the
other models in the
Classic Range but are
not part of the
Classic Range.



HARLEQUIN TROOPER 4
99470104014 £2.50



HARLEQUIN TROOPER 5
99470104015 £2.50



HARLEQUIN TROOPER 6
99470104016 £2.50



HARLEQUIN TROOPER 7
99470104017 £2.50



HARLEQUIN TROOPER 8
99470104018 £2.50



HARLEQUIN TROOPER 9
99470104019 £2.50



HARLEQUIN TROOPER 12
99470104020 £2.50



HARLEQUIN TROOPER 13
99470104021 £2.50



HARLEQUIN TROOPER 14
99470104022 £2.50



HARLEQUIN TROOPER 15
99470104023 £2.50



HARLEQUIN TROOPER 16
99470104024 £2.50



HARLEQUIN TROOPER 17
99470104025 £2.50



HARLEQUIN TROOPER 18
99470104026 £2.50



HARLEQUIN TROOPER 19
99470104027 £2.50



HARLEQUIN TROOPER 20
99470104028 £2.50



Section Four: Fast Attack

Harlequin Jetbike

Classic Range
 These models are no longer
 available but are still perfectly
 usable for your Harlequin.



Painted example of Harlequin Jetbike



HARLEQUIN BIKER
LEGS
71533/10 £1.50



HARLEQUIN BIKER BODY
71533/11 £1.00



COLLECTOR ELДАР
SHURIKEN CANNON
71533/12 £2



COLLECTOR ELДАР
JETBIKE SADDLE
71533/13 £1



COLLECTOR ELДАР
JETBIKE HANDLEBARS
71533/14 £0.50



COLLECTOR ELДАР
SHURIKEN CATAPULTS
71533/15 £2



HARLEQUIN JETBIKE
CANOPY
71533/16 £2



Section Five: Heavy Support

Venom

Much of the military career (as traversed) by large vehicles, and so the Harlequins make wide use of the Venom. The Venom modified version of the Vyper hull machine used by the Draftworld Eldar, incorporating an open transport deck instead of a gun deck. It is the skill of every Harlequin that the small number of warriors that can be transported by this vehicle is still enough to challenge enemy units many times their size.



The Venom is a conversion, and step by step instructions showing how to make this Venom are shown below. To make the Venom you will need the sprues shown below and opposite. If not sold separately, the box set in which the sprues can be bought are stated underneath along with the corresponding page number for this Collectors' Guide.

Making the Venom

A step by step guide by Gareth Richards

Stage 1

I began by looking at the sprues that I had collected. I did not want the Venom to be much larger than the Vyper, so with this in mind I put together the basic Venom, but decided to leave off the main body canopy and add the parts that made up the gun tracks. These both went into my bits box for later use. Whilst this was drying I thought about how I could physically support the transport on the Venom.

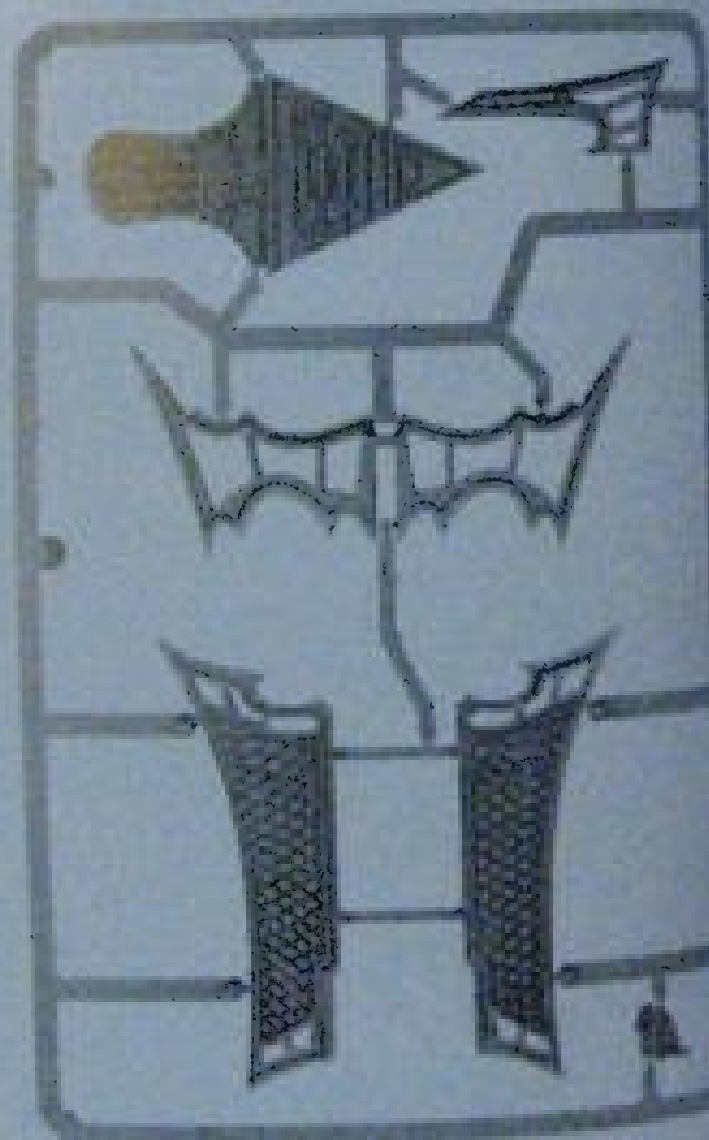
Stage 2

I spent a while experimenting, trying to get the troop transport platform attached to the back end of the Vyper. The problem was connecting the back across the two platforms. I made the back struts to run these off and use the added strength that they would give.

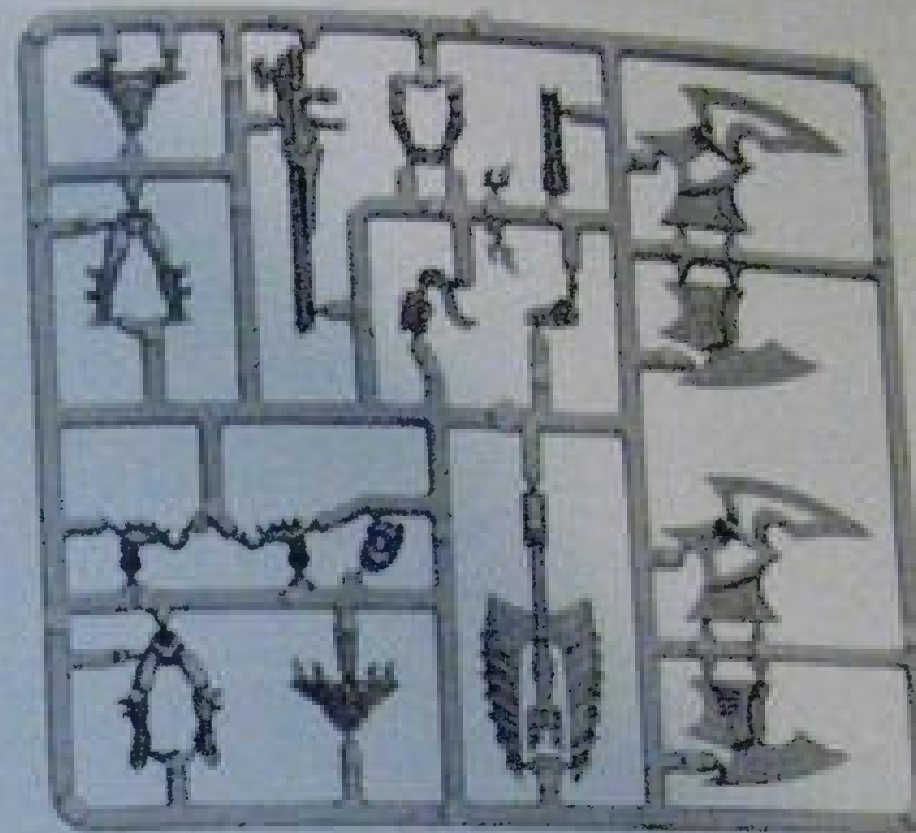
I then glued these to the back end of the Vyper with the two foot edges resting under the back canopy. I did not pin these, but now wish that I had, but alas, in the long run it will make the model stronger and will save you time from holding the two platforms to the main body of the Vyper.

Stage 3

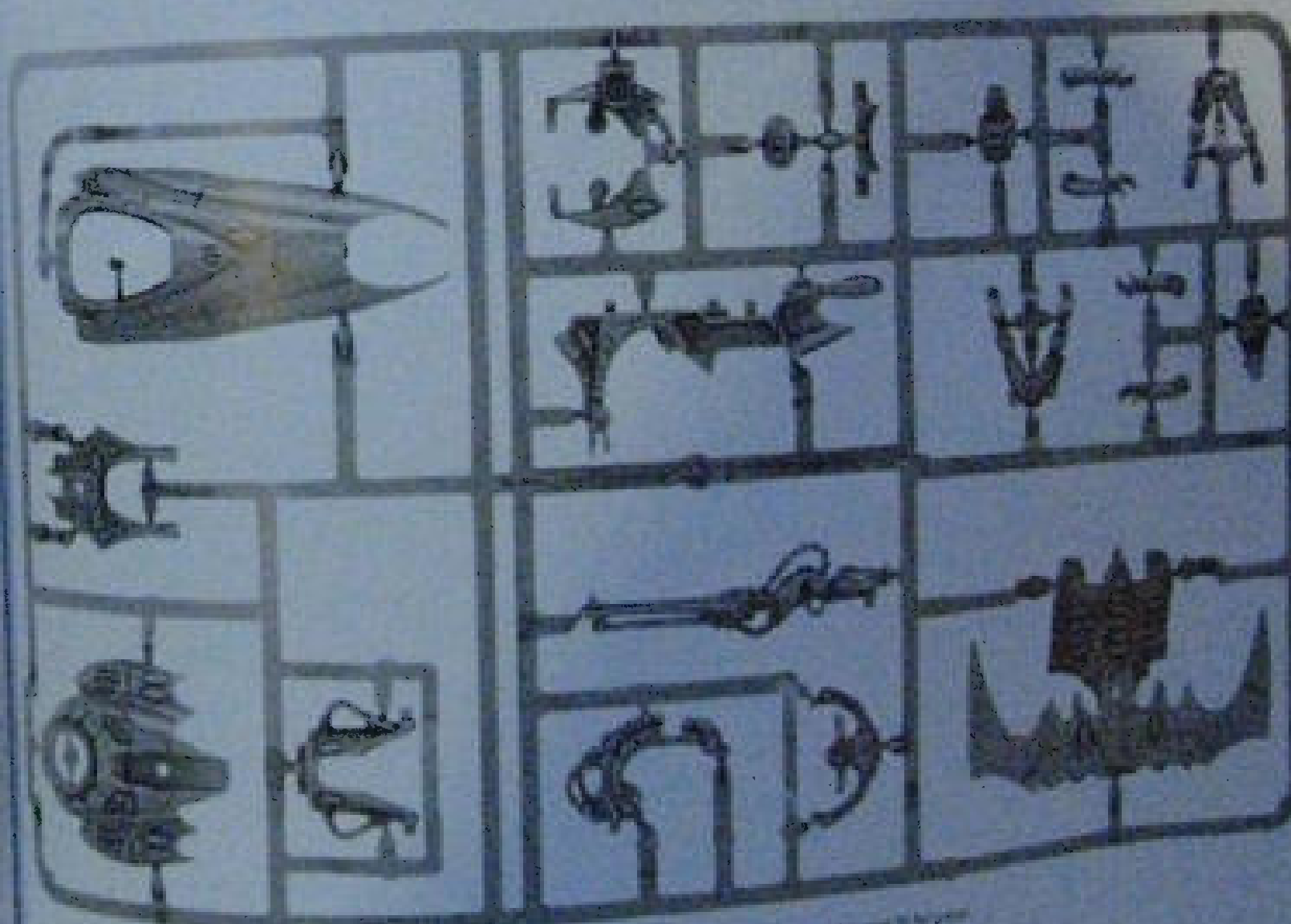
The main body of the Venom was now complete and I was very happy with the look that I had achieved. Looking over the model however, there was something missing. It just looked too plain. Scythes was what it needed. So with the scythes off the raider sprues I added a set of spines to the back of the troop carrying platform, and then two pairs to the underside.



DARK ELGAR RAIDER SPHUE 1
98390112002 ES
Sprue shown at 50% of actual size



DARK ELGAR RAIDER CREW SPHUE
98390112003 ES
Sprue shown at 70% of actual size



THIS IS THE CONTENT OF THE ELGAR VYPER JET KIT BOX. See page 10 for prices.
Sprue shown at 70% of actual size

SHOWCASE MARK OWEN'S HARLEQUINS

Mark First of all, I had to design conversions for the transport vehicles. The Dark Eldar Raider crew sprue – with its many blades and front sensor array – seemed to have the ideal set of pieces to make something sleek yet menacing. Each of these was to be the transport for one Harlequin squad, so they were painted in the same colours as the units.

Second and third, I needed to paint it quickly and I needed it to make it look like a cohesive army. So I abandoned all the elaborate colour scheme plans and found something that I could paint quickly. I picked two colours for each unit's costumes and one colour to bring them all together. Each unit was then painted in as many different combinations of their colours as possible – halved, quartered, sectioned and striped – and to tie all the units together as an army, all the crests and hairpieces were painted in the same colour, and the weapons were all painted in the same range of metallic colours.



Mark's Avatar is the beautiful
first of many for his extensive
Harlequin army.



Mark's first Harlequin.



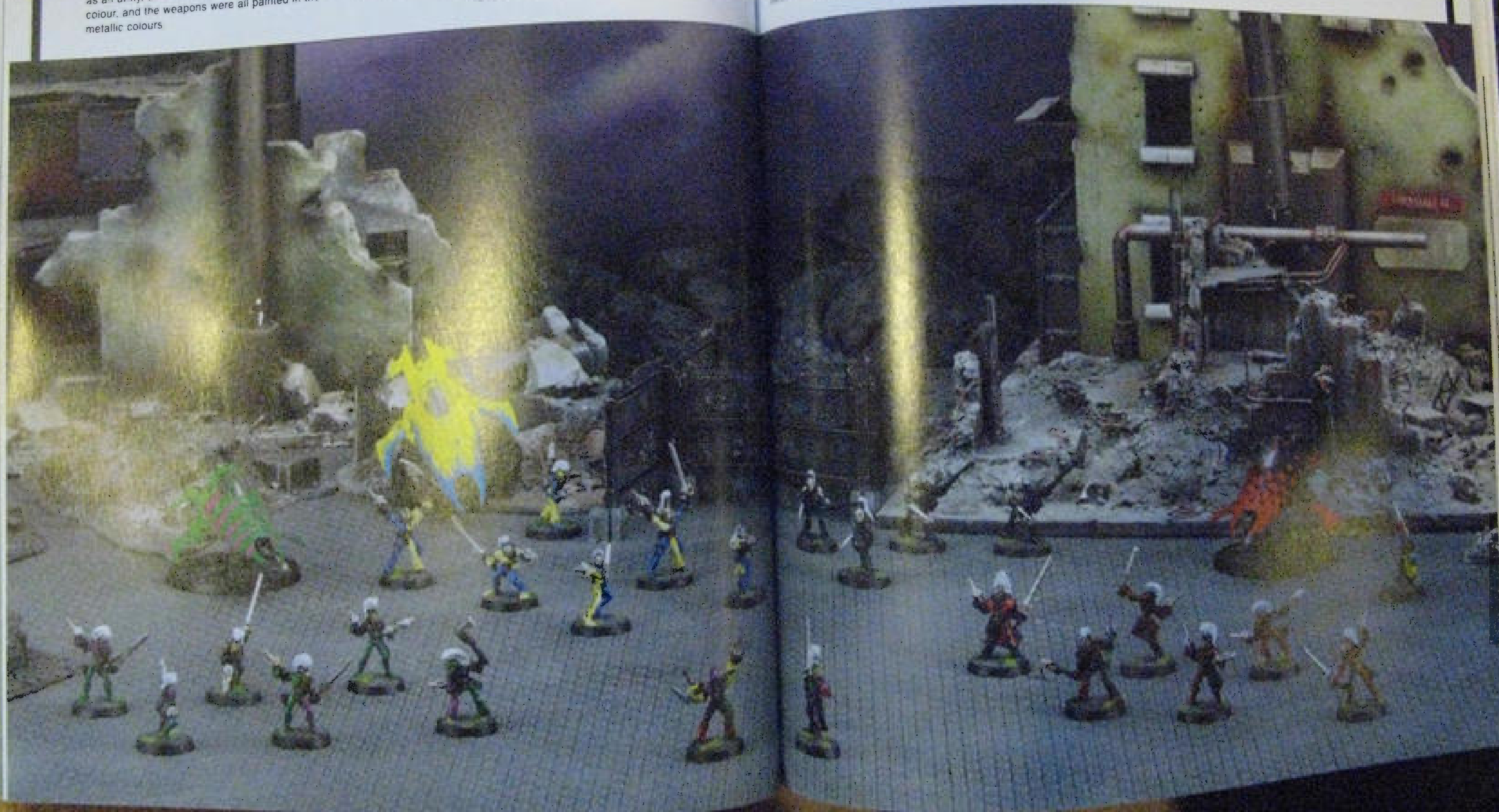
A Harlequin from the first
batch, painted in black and silver.



Mark's Transport Raider (Dark Eldar)
painted in black and silver, with the
Harlequin's Transport Raider.



Mark's first and yellow Harlequin is a very nice and striking
colour for a Dark Eldar Harlequin.



DARK ELДАР



THE LOST ONES

"For many Imperial Commanders the form of warfare employed by the Dark Eldar is difficult to grasp and therefore to counter. Whereas the duty of the Imperial Commander is either to seize or defend territory, the Dark Eldar make war only to steal. If, as a by-product of this, they are able to indulge their vile passion for murder, torture and other decadent acts, then they will joyfully do so..."

Colonel Schillien Van Dyson, 7th Vanguards Regt Guard

The Dark Eldar inhabit a realm called Commorragh, a place as darkly twisted as its rulers, from which they launch piratical raids across the length and breadth of the Warhammer 40,000 galaxy. The purpose of these raids is not to conquer planets or protect territory, but to cause mayhem, steal and pillage, and – most important of all – capture new victims to be taken back to Commorragh. What happens to them once they arrive is best not contemplated, for if anybody in the Warhammer 40,000 universe could be called properly evil, it is the Dark Eldar. They are devious, vain and totally self-serving, with no respect for any living creature, not even themselves. They revel in inflicting pain and suffering, and glory in causing death and destruction.

All Dark Eldar are members of a Kabal or Cult. Dark Eldar society is riven with strife, discord and murder, and any member of this society requires some form of protection in order to survive. The Kabals offer this protection to their members. Each Kabal is ruled by an overlord, and he has reached this position of supreme power through a combination of political intrigue, intimidation, battlefield prowess, skullduggery, assassination, and outright brutal murder. Such is the nature of the Dark Eldar psyche and character that the ruler of a Kabal has far more to worry about from his immediate subordinates than he does from any external forces.

KABALS

THE KABAL OF THE BLOODIED CLAW

The Kabal of the Bloodied Claw is one of the newer powers in Commoragh, formed a few centuries ago by survivors of Vect's purge of the Kabal of the Black Blade. In this time, they have regained much of their former power, their raiding forces typified by large numbers of warriors on foot.

They must rely heavily on their own resources because other Kabals are reluctant to associate themselves with a Kabal that has so recently incurred the wrath of Vect and may do so again in the future.



Bloodied Claw colour scheme



THE KABAL OF THE BLACK HEART

The most powerful Kabal in Commoragh, the Black Heart are ruled over by the absolute power in the city – Asdrubael Vect himself. Living within towering black spires in the heart of Commoragh, the Black Heart control many of the webway routes that lead from the city, and their pirate fleet is the largest of any Kabal. They maintain this position of dominance by exacting a toll of slaves and souls taken by other Kabals. Using the entry points they control, in the past, Archons of other Kabals have risen to prominence and challenged Vect for control of the city. These Kabals no longer exist.



Black Heart colour scheme



THE KABAL OF THE EMASCULATORS

Led by Kruellagh the Vile, the Emasculators are dominated by the males of the Kabal, the few male Eldar actually enslaved to their will.

Even by Dark Eldar standards, Kruellagh is considered vicious and deadly. Unfortunately, her luxuriating delight in the death of her foes means that her raids return with few slaves, and this has prevented the Kabal rising to the position that its deadly warriors should deserve.



Emasculators colour scheme



THE KABAL OF THE ALL-SEEING EYE

One of the most secretive Kabals in Commoragh, the All-Seeing Eye are power brokers between the other factions vying for power. Though few in number, they hold a disproportionate amount of power due to their highly skilled Haemonculi, including the infamous Urien Rakarth.

The Grotesques created by these warped geniuses are in high demand by Archons across the dark city, while the skills of the Haemonculi fetch a high price to provide the slaves for their experiments.



All-Seeing Eye colour scheme



WYCH CULTS

THE WYCH CULT OF VIOLATION

Descended from the original predators that once fought for Veda's cult on the Dark world, the Cult of Violation is the centre of the Wych bloodsport. The arena is a massive amphitheatre that can accommodate over a hundred thousand spectators, and is filled every time its warriors do battle, high above the cheering, beating crowds, massive pyrotechnic conductors capture the hatred and joy of the participants and audience, as well as the exciting work of those slain in the maelstrom of the arena floor.



Violation colour scheme.



THE WYCH CULT OF MURDER

Often also known as the Day-Death, the Cult of Murder epitomises the dark, cold, brutal world of speed and killing power. Every band of Wyches is provided with a Raider, while the Cult also includes many Initiates and Raiders.

The cult force not only makes for successful hunting, but the spectacular arena battles of the Cult of Murder are also a source of delight and awe, and are said to be followed by thousands of spectators for the entertainment.



Murder colour scheme.



THE WYCH CULT OF STRIFE

With weapons, the Masters of Death is the most feared among the Wych Cults.

In the arena, the Cult of Strife obtains its name through, preferring their battles to be ruled in battle.

In their artificial simulators, these warriors are more than a match for most of the Wyches, and the use of various weapons.



Strife colour scheme.



THE WYCH CULT OF GRIEF

Known as the subjects of Commemoration, the Cult of Grief is regarded with respect by most of the Wyches and Cults in the arena.

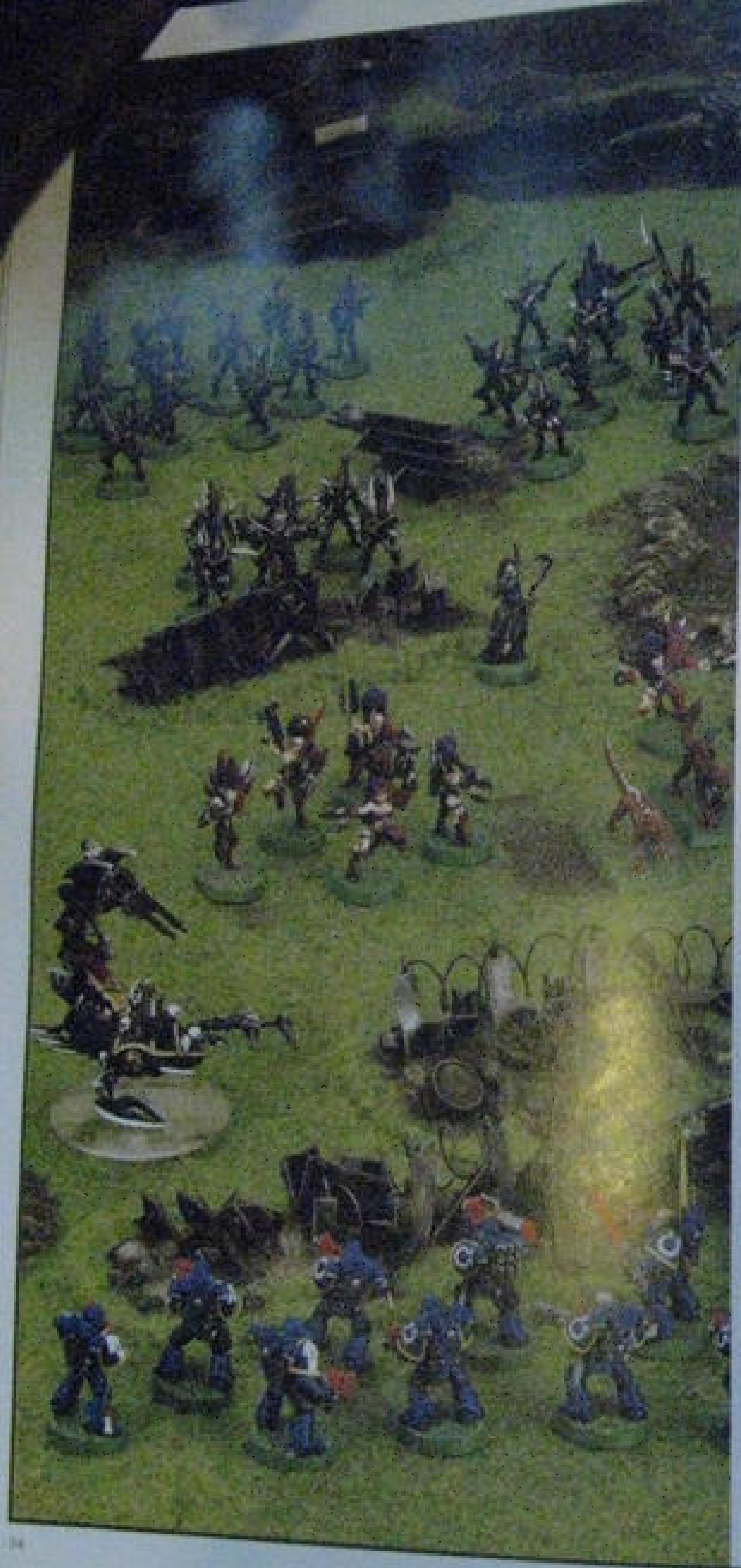
The cult is further reinforced by the Wyches' association with numerous Wyches, who sometimes even make sacrifices on the Day-Death of Grief.

They have been whispering since the Cult of Grief is the attention of others that they were not working for the Wyches, but were the first twisted Wyches, and were then killed by their Wyches after their experiments were over.

Whether this is true or not, the Cult of Grief has a history of being the first to be killed by their Wyches, and are adept at using their weapons with their enemies on the arena floor.

Grief colour scheme.





*"Dark Eldar thrive
on domination and
power, and those
who are vicious and
ruthless enough
will quickly rise to
positions of authority."*

*The Dark Eldar
Lords lead their
servants into battle
in the search for
slaves and souls,
leaving worlds in
ruin and a
veritable mountain
of dead heaped in
their wake."*



**Section One:
Headquarters**

O Asdrubael Vect

Classic Range

These models are no longer available but are still available in your local hobby shop



Model shown at 67% of actual size

ASDRUBAEL VECT DARK ELDAE LORD
994701120300 £30 complete



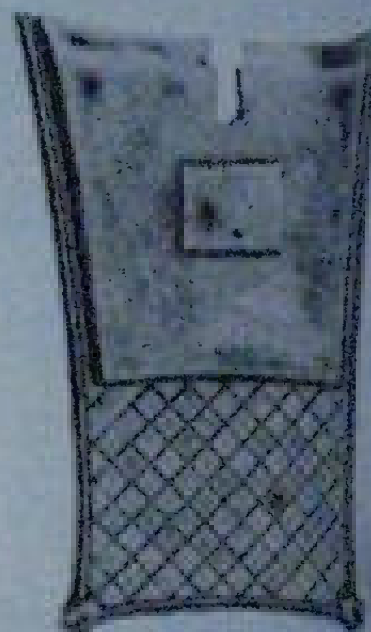
BODYGUARD 1 BODY
994701120301 £2



BODYGUARD 1 SPEAR
994701120302 £1



BODYGUARD 2
994701120303 £2



VECT'S BASE PLATE
994701120304 £4



VECT'S TORSO
994701120305 £2



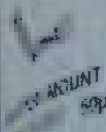
VECT'S RIGHT ARM
994701120306 50p



RAVAGER DISINTEGRATOR
994701120307 £2



VECT'S LEGS
994701120308 £1.50



THRONE BACK
994701120309 £2.50



SPIKES
994701120310 50p



BROKEN SPIKES
994701120311 50p



VECT'S GUNNER 1
994701120312 £2



VECT'S GUNNER
ARMS
994701120313 £1



THRONE SEAT
994701120314 £1.50



VECT'S GUNNER 2
994701120315 £2



THRONE RIGHT
SIDE
994701120316 £2



THRONE LEFT
SIDE
994701120317 £2



SLAVE
994701120318 £2.50



PRISONER
994701120319 £2.50

Asdrubael Vect O



○ Lords



DARK ELДАР LORD
99470112009 £6 complete
(1 random model per blister)



DARK ELДАР FEMALE LORD
99470112010 £6



DARK ELДАР LORD HEAD
99470112011 £3



DARK ELДАР LORD BODY
9947011200901 £5

○ Haemonculi



DARK ELДАР HAEMONCULI
99470112012 £3
(1 random model per blister)



HAEMONCULUS 2
9947011200302 £3



HAEMONCULUS 1
9947011200301 £3



DRAZHAR BODY
9947011202701 £4



DRAZHAR'S RIGHT ARM
9947011202702 £1



DRAZHAR'S LEFT ARM
9947011202703 £1



DRAZHAR, MASTER OF BLADES
99470112027 £7 complete
(1 model per blister)



DRAZHAR'S BACKPACK
9947011202704 £1

Classic Range



KRUELLAGH THE VILE
99060112032 £7 complete
(1 model per blister)



LELITH'S BODY
9947011203201 £5



LELITH HESPERAX
99060112032 £8 complete
(1 model per blister)



LELITH'S IMPALER
9947011203202 £2



URIEN RAKARTH, MASTER HAEMONCULUS
99060112032 £7 complete
(1 model per blister)



LELITH'S FOOT
9947011203203 50p



LELITH'S SPIKES
9947011203204 50p

Incubi



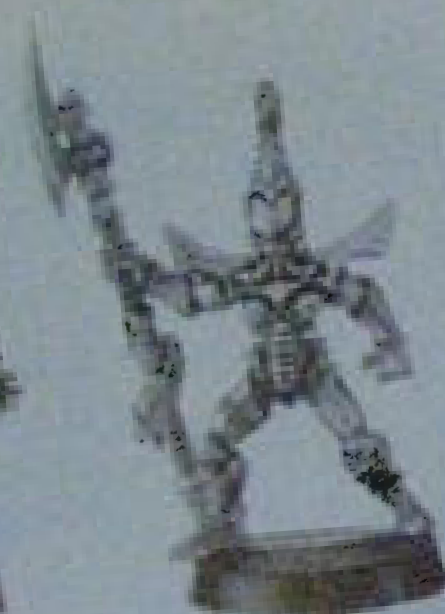
INCUBI 3
994701120000 £2.50

INCUBI 4
994701120000 £2.50

DARK ELDOAR INCUBI
994701120000 £3 complete
(2 random models per blister)



INCUBI 2
994701120000 £2.50



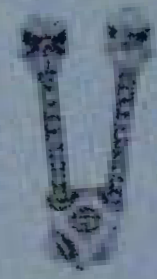
INCUBI 1
994701120000 £2.50



INCUBI 5
994701120000 £2.50



INCUBI BACKPACK 1
994701120000 50p



INCUBI BACKPACK 2
994701120000 50p



INCUBI BACKPACK 3
994701120000 50p



Section Two: Elites

Incubi with Assault Weapons



INCUBI WITH ASSAULT WEAPONS
994701120000 £3 complete
(2 random models per blister)



INCUBI WITH
ASSAULT WEAPON 1
994701120000 £2



INCUBI WITH
ASSAULT WEAPON 2
994701120000 £2



INCUBI BLASTER
994701120000 £2



INCUBI SHREDDER
994701120000 £2

Wyches



DARK ELDAW WYCHES
994701120100 £2.50
(1 random model per blister)



DARK ELDAW WYCH 2
994701120100 £2.50



WYCH SHOULDER PAD 2
994701120100



DARK ELDAW WYCH 3
994701120100 £2



WYCH SHOULDER PAD 3
994701120100 50p



WYCH 2 ARM
994701120100 £1



DARK ELDAW WYCH 4
994701120110 £2

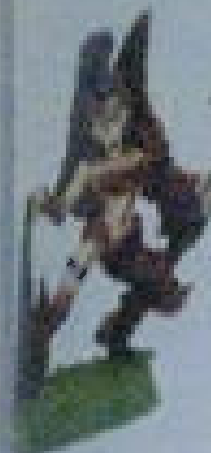


WYCH 4 ARM
994701120110 £1

Classic Range

These models are available in the Classic Range of Dark Eldar models.

Classic Range



WYCH 1 HYDRA BLADE
9947011201802 £1



WYCH 2 IMPALER
9947011201804 £1

WYCH WITH WYCH WEAPON 1
9947011201802 £2



WYCH 3/4 SHOULDER PAD
9947011201802 50p



WYCH WITH WYCH WEAPON 4
9947011201810 £3



WYCH 3/4 SHOULDER PAD
9947011201810 50p



WYCH WITH WYCH WEAPON 2
9947011201804 £2



WYCH WITH WYCH WEAPON 1
9947011201802 £2

Wyches



WYCH WITH WYCH WEAPON 3
9947011201806 £2



WYCH WITH WYCH WEAPON 1
9947011201802 £2



WYCH WITH WYCH WEAPON 2
9947011201804 £2



Wyches



DARK ELДАР WYCHES WITH ASSAULT WEAPONS
9947011200103 £3 complete
(2 random models per blister)



WYCH WITH ASSAULT WEAPON 1
9947011200103 £3



WYCH 1 SHOULDER PAD
9947011200104 50p

Mandrakes



DARK ELДАР MANDRAKES
9947011202103 £2 complete
(3 random models per blister)



GROTESQUE 1
9947011202104 £2.50



GROTESQUE 2
9947011202102 £2



GROTESQUE 3
9947011202104 £2.50



GROTESQUE 4
9947011202105 £1.50



DARK ELДАР MANDRAKE 1
9947011202301 £2.50



DARK ELДАР MANDRAKE 4
9947011202304 £2.50



DARK ELДАР MANDRAKE 3
9947011202303 £2.50



DARK ELДАР MANDRAKE 2
9947011202302 £2.50

Grotesques



DARK ELДАР GROTESQUES
99060112021 £6 complete
(3 random models per blister)



GROTESQUE 2 ARM
9947011202102 50p



GROTESQUE 4 LEFT ARM
9947011202107 50p



GROTESQUE 4 RIGHT ARM
9947011202108 50p

Succubi



DARK ELДАР SUCCUBUS
99060112017 £3 complete



SUCCUBUS WYCH
9947011200101 £3



SUCCUBUS SHOULDER PAD
9947011200102 50p

Beastmaster



**DARK ELДАР BEASTMASTER
WITH WARP BEASTS**
99060112005 £6 complete
(1 Beastmaster and 1 Warp Beast per blister)



WARP BEASTS
99060112005 £4 complete
(2 random models per blister)



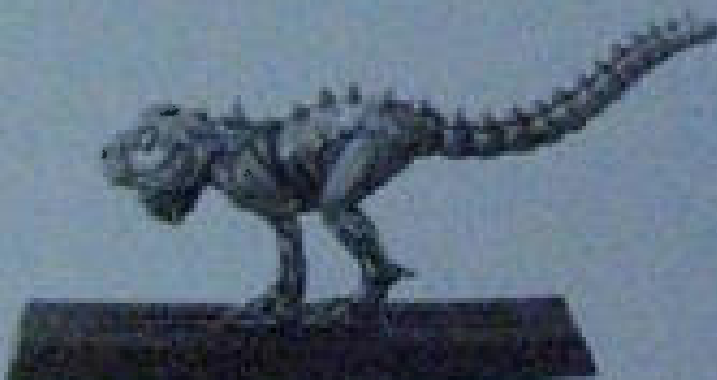
DARK ELДАР BEASTMASTER
9947011200507 £3



WARP BEAST 3
9947011200507 £1.50



WARP BEAST 1
9947011200504 £1.50



WARP BEAST 2
9947011200504 £1.50



FRONT LEG 1
9947011200506 50p



HIND LEG 1
9947011200506 50p



FRONT LEG 2
9947011200506 50p



HIND LEG 2
9947011200506 50p



FRONT LEG 3
9947011200508 50p



HIND LEG 3
9947011200508 50p

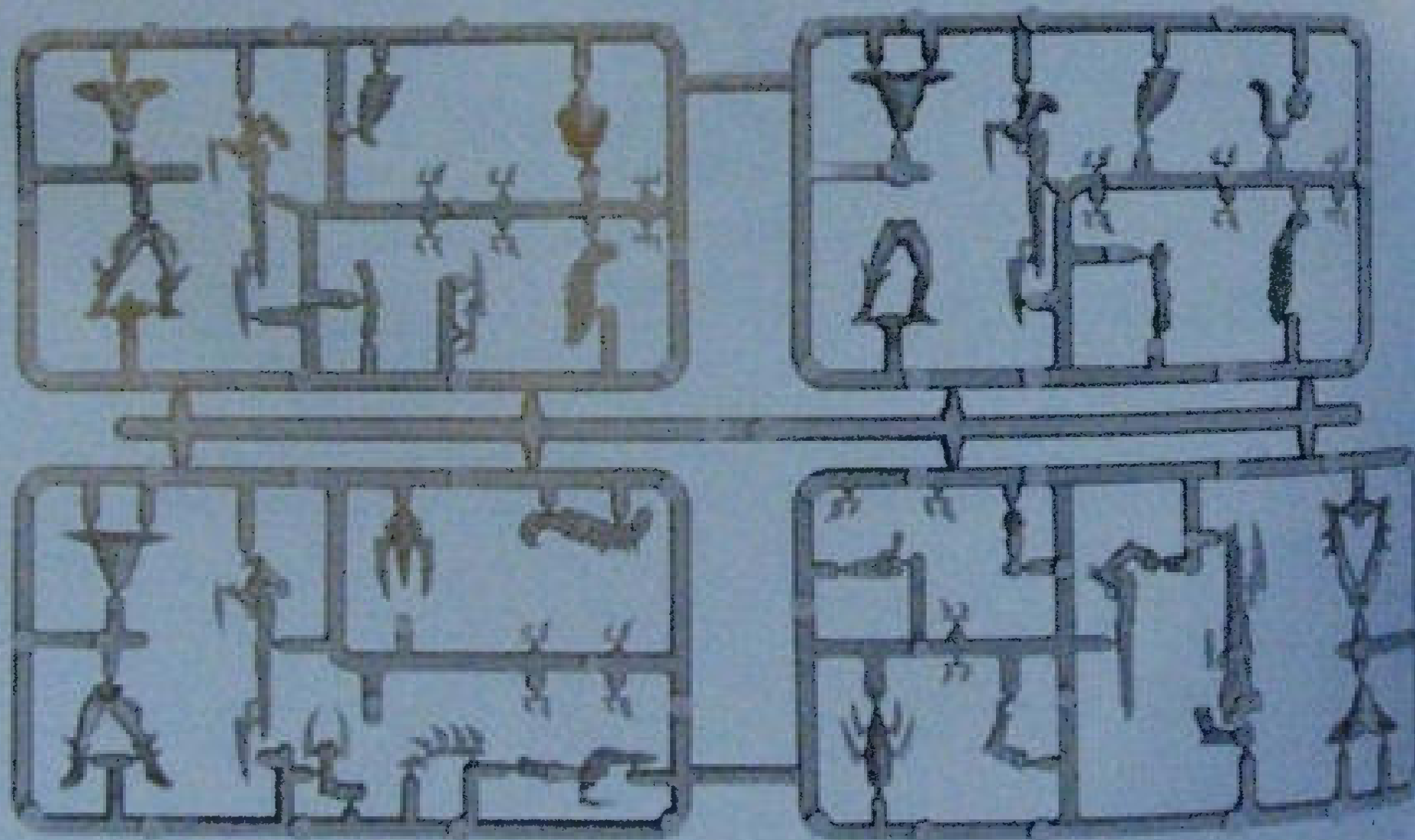


Section Three: Troops

© Dark Eldar Warriors



DARK ELDAR WARRIORS
99170112001 £15 complete
(16 models)



DARK ELDAR WARRIORS SPRUE
99170112001 £5
(Sprue shown at 65% of actual size)

Classic Range



DARK ELDAR SYBARITE 1
99470112002 £4



DARK ELDAR SYBARITE 2
99470112003 £4



DARK ELDAR SYBARITES
99470112004 £4 complete
(7 random models per blister)

Warriors with Heavy Weapons ©



BLASTER ARM
99470112005 £2



SHREDDER ARM
99470112006 £2



DARK ELDAR WITH HEAVY WEAPONS
99470112007 £7 complete
(2 random models per blister)



DARK ELDAR WARRIOR BODY 2
99470112008 £2



DARK ELDAR WARRIOR BODY 1
99470112009 £2



DARK LANCE ARM
99470112010 £2



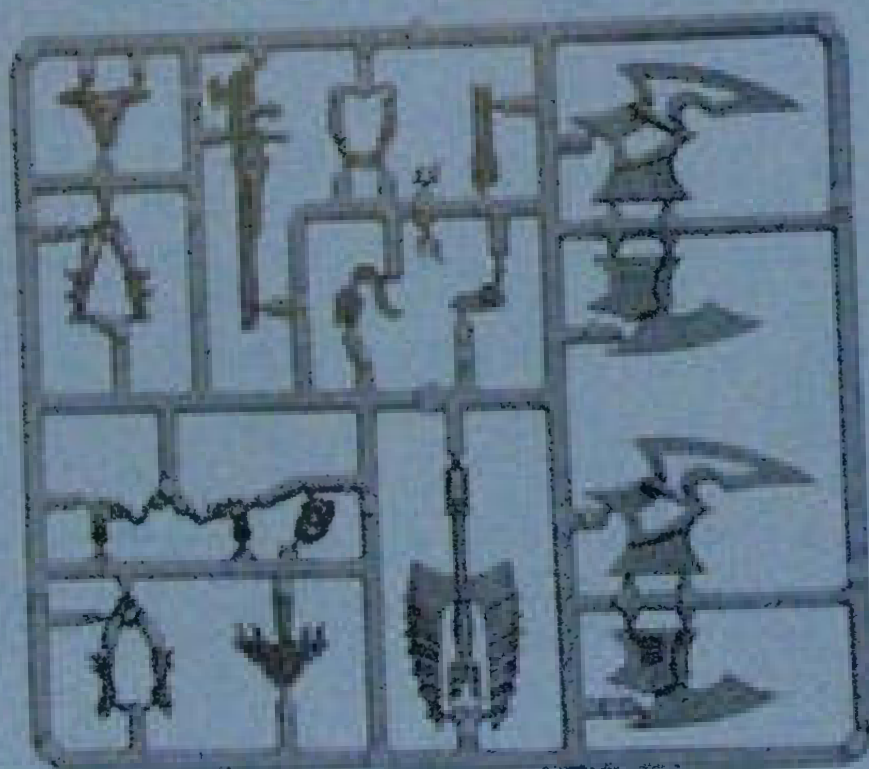
© Raider



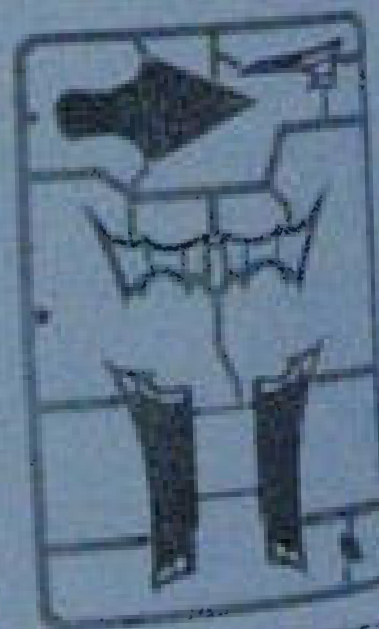
DARK ELДАР РАИДЕР
99300112000 £15 complete



DARK ELДАР РАИДЕР SPRUE 1
99300112004 £6
(Sprue shown at 25% of actual size)



DARK ELДАР РАИДЕР CREW SPRUE
99300112005 £8
(Sprue shown at 25% of actual size)



DARK ELДАР РАИДЕР SPRUE 2
99300112006 £5
(Sprue shown at 25% of actual size)



Fast Attack

Reaver Jetbike Squad

Classic Range
These models are no longer available, but are still perfect in the new Dark Eldar range.



DARK ELДАР JETBIKE SQUAD
99149112001 £18 complete
(3 models)



DARK ELДАР WYCH TORSO 1
99470112022 £1.50



DARK ELДАР WYCH TORSO 2
99470112023 £1.50



DARK ELДАР JETBIKE SHREDDER
99470112024 £1



DARK ELДАР JETBIKE BLASTER
99470112025 £1



DARK ELДАР SUCCUBUS
9947011202203 £2



DARK ELДАР WYCH ARM
9947011202208 50p



DARK ELДАР SUCCUBUS ARM
9947011202204 50p



CHAINS
9947011202206 50p



HELLION 1 BODY
9947011203101 £1.50



HELLION 2 BODY
9947011203102 £1.50

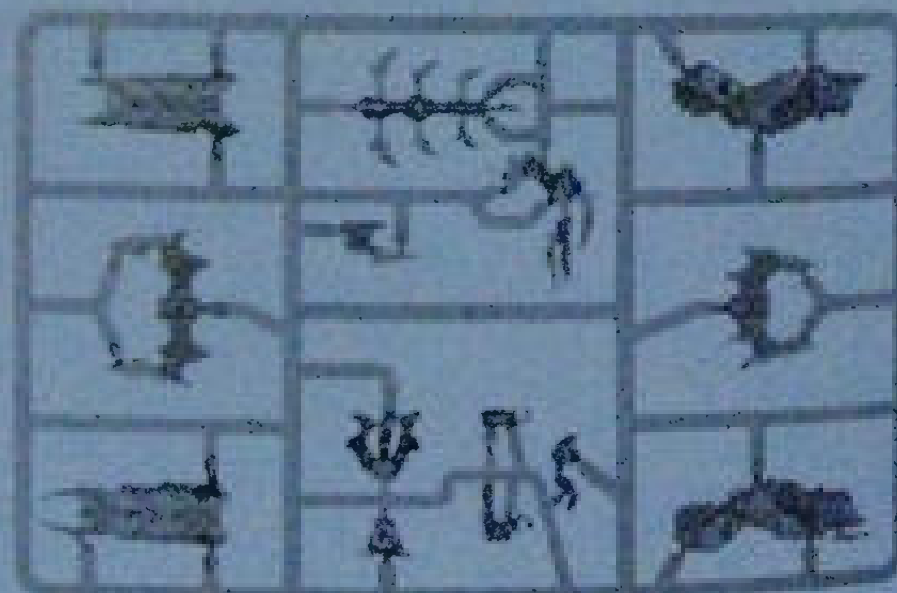


HELLION 3 BODY
9947011203103 £1.50

Reaver Jetbike



DARK ELДАР HEAVER JETBIKE
99120112004 £5 complete



THIS IS THE CONTENT OF THE DARK ELДАР REAVER JETBIKE BOX
(SHOWN AT 30% OF ACTUAL SIZE)

Hellions



DARK ELДАР HELLION
99060112031 £4 complete
(1 random model)



HELLION 1 BODY
9947011203101 £1.50



HELLION 2 BODY
9947011203102 £1.50



HELLION 3 BODY
9947011203103 £1.50



HELLION SKYBOARD
9947011203104 £2



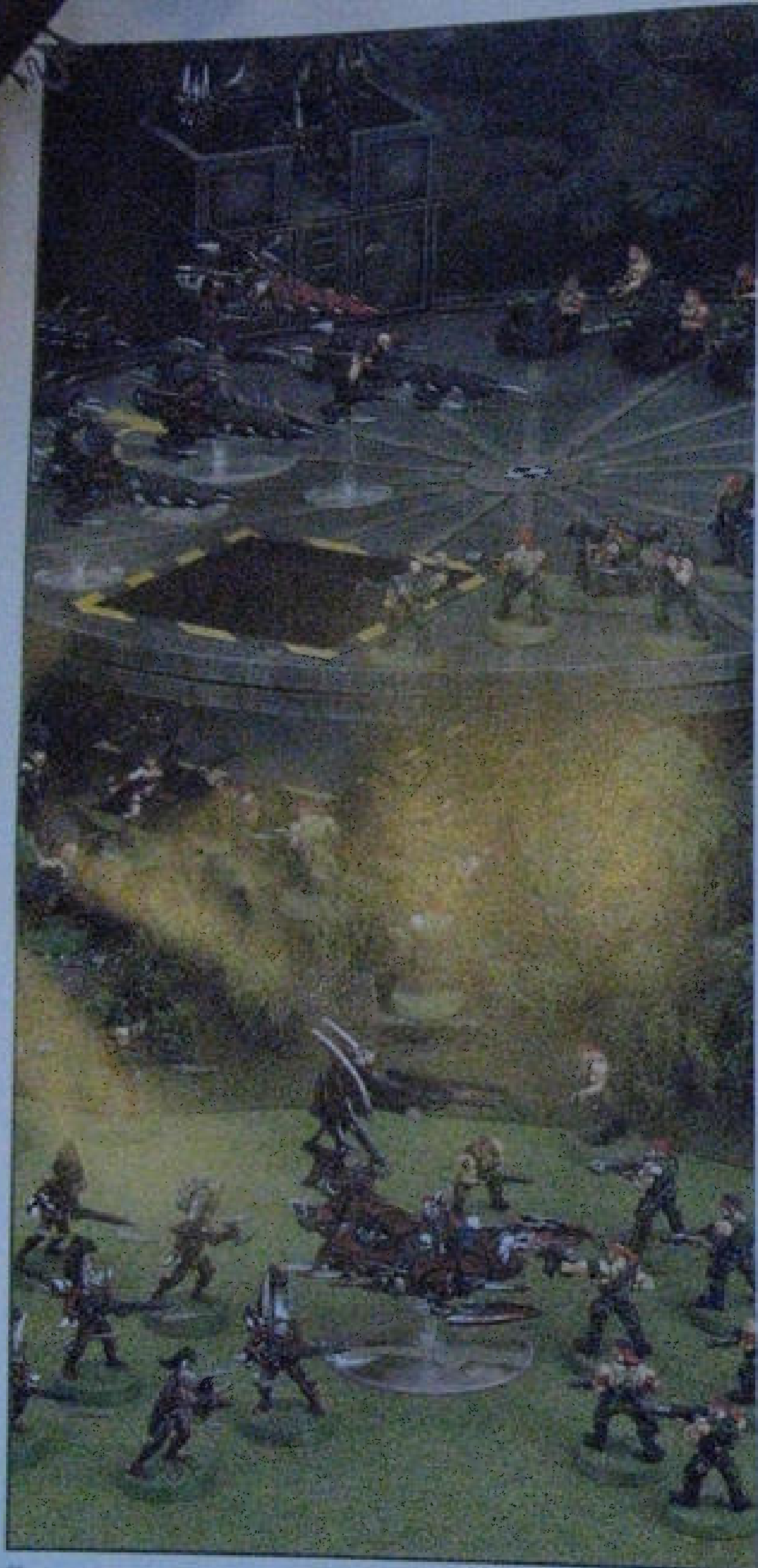
HELLION 1 HELLGLAIVE
9947011203105 £1



HELLION 2 HELLGLAIVE
9947011203106 £1



HELLION 3 HELLGLAIVE
9947011203107 £1



"Constructed by the insane Haemonculi, the Talos is a torture device that sweeps across the battlefield on anti-gravitic motors, latching on to its foes and incarcerating them within its armoured shell.

The death spasms of those captured propel the Talos towards its enemies as its unique Sting wildly spews death in all directions and its many-bladed arms cut through armour and bone with lashing blows."

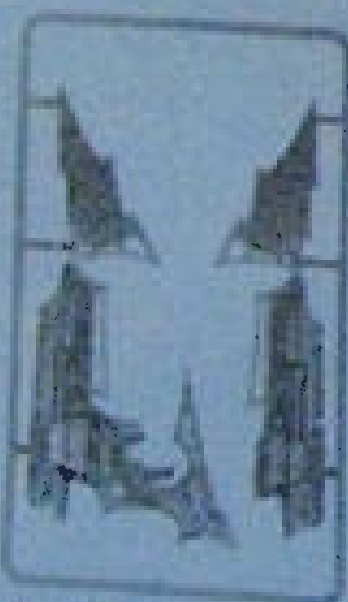


Section Five: Heavy Support

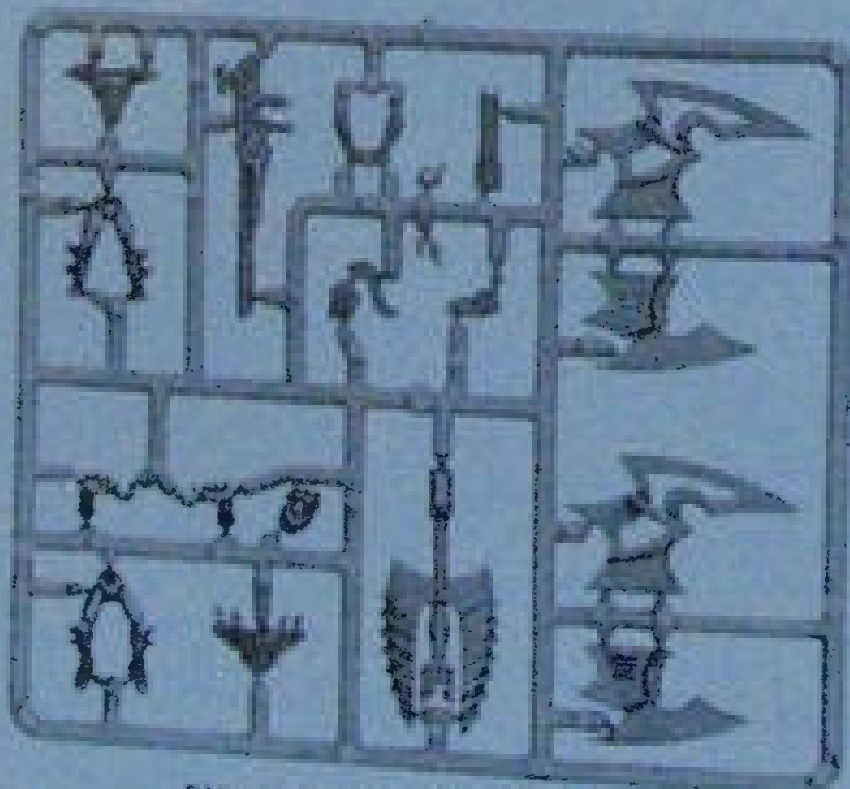
Ravager



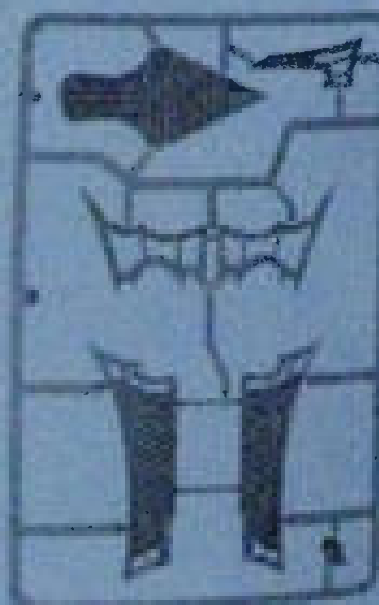
DARK ELДАР RAVAGER
9947011202809 £18 complete



DARK ELДАР RAIDER SPRUE 1
9939011202804 £6
(Sprue shown at 25% of actual size)



DARK ELДАР RAIDER CREW SPRUE
9939011202802 £6
(Sprue shown at 65% of actual size)



DARK ELДАР RAIDER SPRUE 2
9939011202802 £5
(Sprue shown at 25% of actual size)

Ravager



RAVAGER GUNNER 1
9947011202809 £2



RAVAGER BACK FAIRING MOUNT
9947011202809 £1



RAVAGER FRONT FAIRING MOUNT
9947011202810 £1



RAVAGER GUNNER 2
9947011202810 £2



RAVAGER DISINTEGRATOR
9947011202808 £1.50



RAVAGER WEAPON MOUNT
9947011202808 50p



RAVAGER GUNNER ARMS
9947011202803 50p



RAVAGER DARK LANCE
9947011202804 £1.50



RAVAGER LEFT FAIRING
9947011202806 £2



RAVAGER RIGHT FAIRING
9947011202807 £2



Talos



DARK ELДАР TALOS
994701120101 £18 complete
(1 model)



TALOS HEADLESS ARM
994701120102 £1.50



TALOS FINGER ARM
994701120103 £1.50



TALOS LOWER SHELL
994701120104 £1



TALOS PROW
994701120105 £4



TALOS FUSELAGE
994701120106 £4



TALOS GUN 1
994701120107 £1



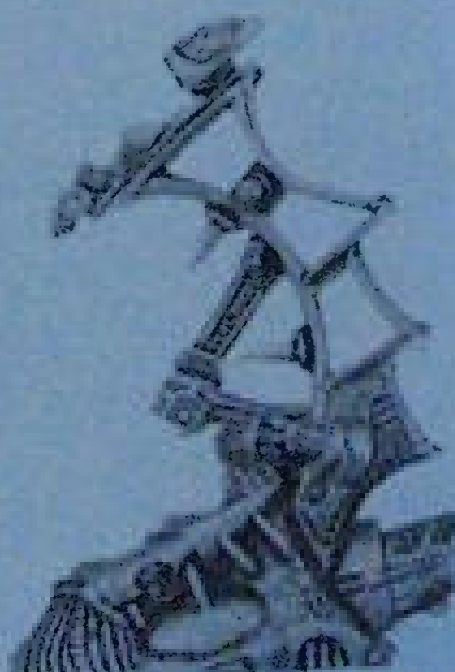
TALOS GUN 2
994701120108 £1



TALOS BLADES
994701120109 £1



TALOS SCYTHES
994701120110 50p



TALOS BODY
994701120111 £4



TALOS CLAWS MOUNT
994701120112 50p

Scourges



SCOURGE 1
994701120113 £2.50



SCOURGE 2
994701120114 £1.50



SCOURGE 3
994701120115 £4 complete
(1 random model per blister)



SCOURGE 5
994701120116 £1.50



SCOURGE 6
994701120117 £1.50



SCOURGE 7
994701120118 £1.50



SCOURGE SPLINTER CANNON
994701120119 £2



SCOURGE DARK LANCE
994701120120 £2



SCOURGE WITH SPLINTER RIFLE
994701120121 £2



SCOURGE WINGS
994701120122 £2



DARK ELДАР SCOURGE WITH SPLINTER RIFLES
994701120123 £5 complete
(2 models per blister)



SHOWCASE

MASSIMO GHIONE'S DARK ELДАР

Massimo: I always liked the pointy eared xenos, and I found collecting Dark Eldar a great satisfaction both in gaming terms and modelling.

My powerful and cruel Lord Fenir, High Lord of the Invisible Blade Kabal, has raided for many years through the Imperium, bringing terror and atrocity to many worlds. He loves to appear as if from nowhere using the Warp portal and hit directly at the heart of the enemy lines, disappearing without trace.

From the very beginning, I was impressed by the number of options that the Plastic Warrior Sprue offered, and with lots of them I started to make variations and conversions.

My favourite model is the first version of Fenir, entirely made of plastic and Green Stuff. When I built him I wanted something special, so I began with a normal plastic warrior and evolved it, adding more and more details, like the mane and the blades from the base kit.

I spent lots of time and energy realising this army and I was glad when I won the prize for the best army in the Italian Grand Tournament 2000. Some results are more important for a modeller than a victory on the field!



Massimo has used an old different head to create a terrifying war machine.



It fits in well with the Dark Eldar ethos.



Massimo has made diorama-esque bases for a lot of his army, creating unique, atmospheric scenes. The one above shows the Lord and his army.



SHOWCASE

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My favourite model is the first version of Fenrir entirely made of plastic and Green Stuff! When I built him I wanted something special, so I began with a normal plastic warrior and added more and more details, like the mane and the blades from the base kit.

I spent lots of time and energy realising this army and I was glad when I won the prize for the best army in the Italian Grand Tournament 2003. Some results are more important for a modeller than a victory on the field.



Massimo has used many different models as his Talus, creating a terrifying army.



Massimo has used many different models as his Talus, creating a terrifying army.



Massimo has made diorama-esque bases for a lot of his army, creating a terrifying and beautiful army.



SHOWCASE IAN WILSON'S DARK ELДАР

The sheer detail and care taken over Ian's Kabal can't help but inspire any potential Dark Eldar player. He has really captured the dark and savage feel of these twisted lost souls, with pretty much every model in the army bearing some form of conversion.

A phenomenal amount of work has gone into adding the corpses of the fallen to the slaves being gathered by this dark raiding party. Even the Warlock squads have all stopped to gather their own grisly trophies.



Kroot warriors dealing death to Kroot.



Three close-up shots show the beautiful conversions of Ian's characters and the amazing work of his hobby.



Conversions

On the following pages are various Eldar and Dark Eldar conversions. We hope these futuristic visions inspire you to create your own fantasy creations.



ELDAR SHRIEKER JETBIKE
by Mark Phipps



DARK ELDAR LORD
by Darren Evans



GRAZZAR, MASTER OF BLADES
by Keith Robertson



ELDAR VYPER JETBIKE
by Bruno Grelier
(Golden Demon UK 1999)



DARK ELDAR LORD
by Jay Hall



ELDAR HILIUS TRUESTRIK
by Dave Andrews
(Kili-Team)



ELDAR FALCON GRAV TANK
by Dean Cross



ELDAR LORD CORQUILLION
by Dave Andrews
(Kili-Team)



SWOOPING HAWK
by Natalya Melnik



DARK ELDAR LORD
by Natalya Melnik

Jes Goodwin's Showcase

Jes is the miniature designer responsible for much of the Eldar and Harlequin range. Below are just some of his exquisitely painted models, although as he readily admits, not all of them were painted by himself!



Golden Demon Entries

On the following pages we feature some of the myriad Eldar and Dark Eldar entries that have featured in the International Golden Demon painting competitions over the years. Enjoy!



ELDAR DARK REAPERS
by Ben Jefferson
(Golden Demon UK 1996)



SWOOPING HAWKS
by Alan O'Bryan
(Golden Demon USA 2003)

Golden Demon Entries



DARK ELДАР DRAHZAR
by Brian Sibley
(Golden Demon USA 1999)



ELДАР FARSEER
by Bryan Shaw
(Golden Demon USA 1999)



ELDRAD ULTHRAN
by Thomas Huet
(Golden Demon France 1999)



ELДАР SWOOPING HAWK PHOENIX LORD
by Steve Gray
(Golden Demon Australia 1999)



ELДАР WARLOCK
by Christian Baur
(Golden Demon UK 1999)



ELДАР WRAITHLORD
by Douglas Hogg
(Golden Demon USA 2000)



ELДАР FARSEER ON JETBIKE
by Marcus Blackman
(Golden Demon Australia 2000)



ELDRAD ULTHRAN
by Thomas Huet
(Golden Demon France 1999)



DARK ELДАР TALOS
by Bruno Rizzo
(Golden Demon France 2000)

Golden Demon Entries



ELDAR PHOENIX LORD JAIN ZAR
by Benoit Boudard
(Golden Demon France 1997)



DARK ELDAR WYCH
by Benoit Jarvis
(Golden Demon UK 2000)



DARK ELDAR LORD
by Thomas Barthe
(Golden Demon France 2000)



ELDAR FARSEER
by Bryan Shaw
(Golden Demon USA 2001)



ELDRAD ULTHRAN
by James Taro
(Golden Demon UK 1999)



ELDAR PHOENIX LORD ASURMEN
by Neil Thomas
(Golden Demon UK 1995)

DARK ELDAR TALOS
by Chris Blythe
(Golden Demon France 1997)



PHOENIX LORD BAHARROTH
by Sebastian Frick
(Golden Demon Canada 2001)



PHOENIX LORD ASURMEN
by Bryan Shaw
(Golden Demon USA 2001)
Please note that this is a Forge World model



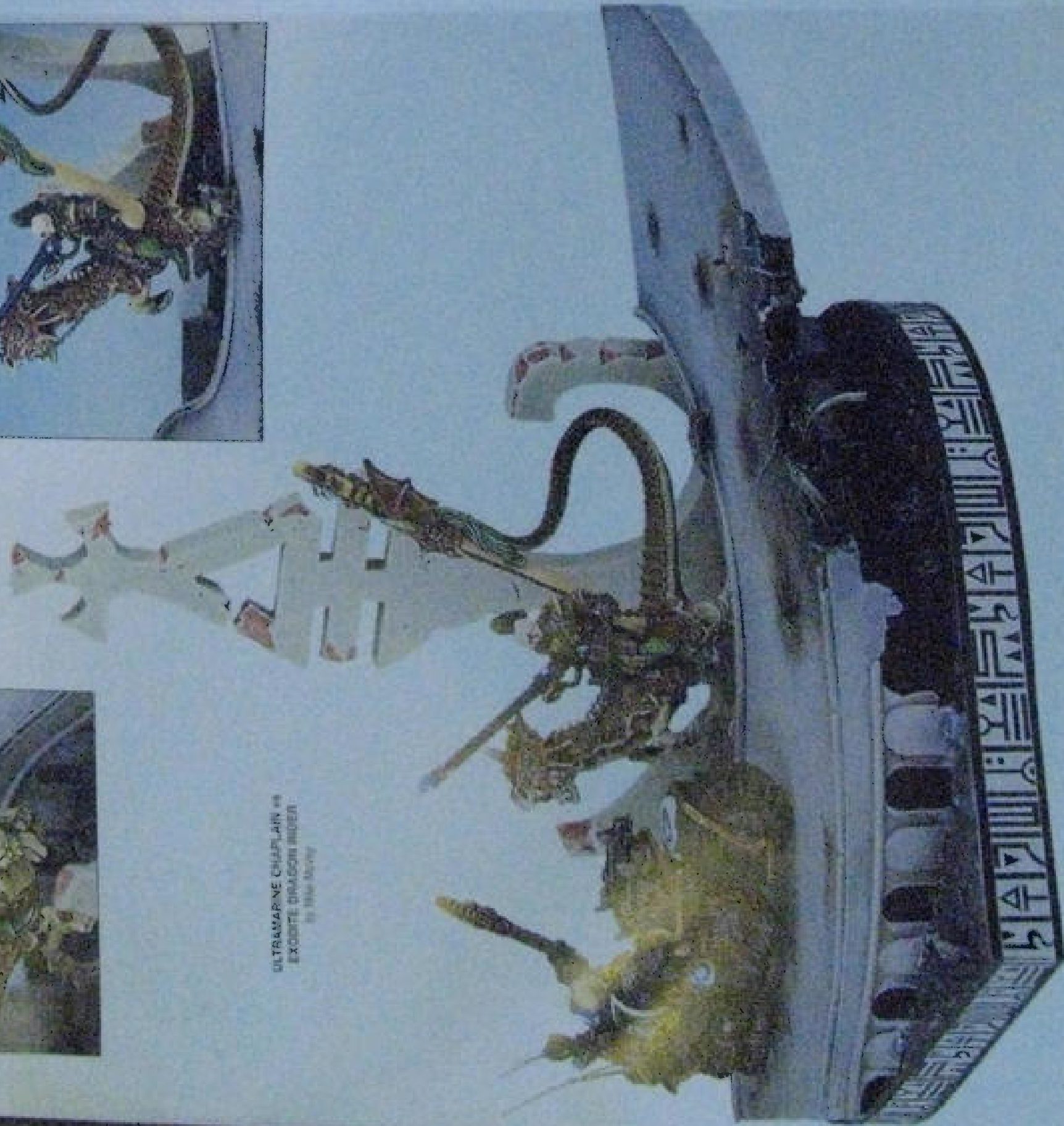
ELDAR PHOENIX LORD JAIN ZAR
by Weider Kuller
(Golden Demon UK 1998)

Dioramas

Since the Fall, the mysterious and enigmatic Eldar have been subject to various diorama pieces. The following are some of the best.



ULTRAMARINE CHAPLAIN vs
EXODITE DRAGON RIDER
by Mike Meyer



DARK ELДАР vs ORK
by Massimo S. Moretti

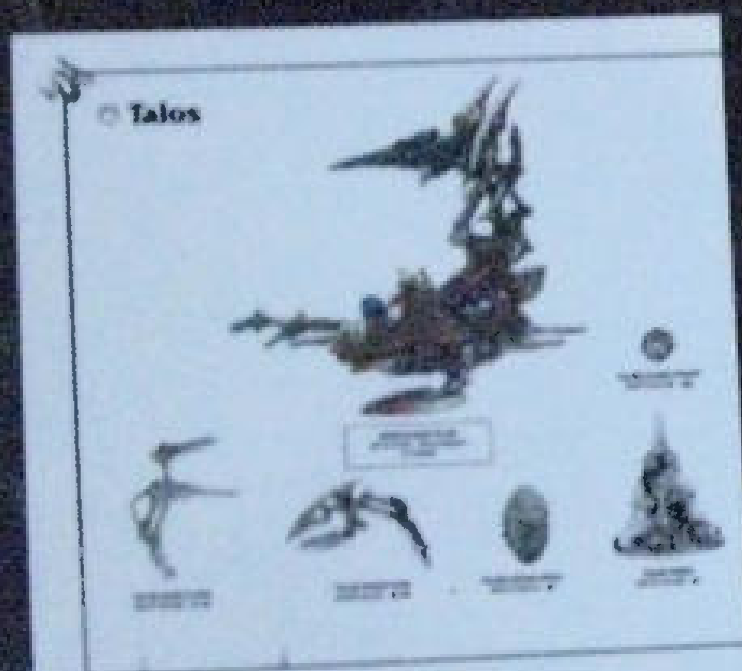
TRUST NOT IN THEIR APPEARANCE...

"The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, 'Dark' Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude." *Inquisitor Crevak*

The Eldar Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Eldar, Harlequins and Dark Eldar models. This full colour, 112-page book is packed full of:

- Complete components lists, including pictures, prices and codes for the Eldar races.
- Background on the Eldar Craftworlds, Harlequin Troupes and Dark Eldar Kabals and Wych Cults.
- Eldar themed Golden Demon winning entries from around the world.
- The best Eldar dioramas.
- Great Eldar conversions.
- Awesome Eldar, Harlequin and Dark Eldar armies.

So, whether you're an Ulthwé veteran or building your first army, this is one book you really can't do without!



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